



THE CITADEL

JOURNAL

ISSUE 9

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BANEBLADE IN YOUR FACE MISSUS!



This is Gavin Tylers huge Baneblade Super Heavy Tank for Warhammer 40,000. The rules for this tank were in CJ 7.

The Baneblade was scratch built from plasticard, plastic tank kits and various odds and ends here in the Bunkers Motor Pool.

Below you can see the Imperial Baneblade with its very distant cousin the Pegasus Amphibious Assault Vehicle, the rules for which are inside the tome in your hands right now.



BANEBLADE KICKS KHORNE BUTT!!!



JOURNAL



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We welcome comments about The Journal, Games Workshop games. All letters except subscriptions and Mail Order should be addressed to: The Journal Bunker, Games Workshop, Howard House, 16 Castle Boulevard, Nottingham NG7 1FL.

Clearly mark your envelope with the name of the game you are writing to us about. If you want a reply you must enclose a self-addressed stamped envelope (overseas readers should include IRCs). We receive an enormous amount of mail. We do read every letter, but it may take a little time for us to reply to you, so please be patient!

EDITORIAL

There has been a change of guard here at the Journal Bunker.
That's right, the New Guys are here.



“ITS YOU!”

Its still the same old loveable Journal that you all know and adore, but it has the fresh new talent of (From Left to right) Gavin Tyler, James Funnell and Phillip Lowles. Gone are Gavin Thorpe and Ian Pickstock who were tragically removed from the bunker and thrown at the White Dwarf team and given a warning, “Don’t come back, Ya hear, ya varmits.”

In this issue of the Journal you can see some new Chaos Daemon Titans to add bulk to your Epic armies. For Warhammer we have an article sent in by a reader of the Journal entitled Enchanted Scenery. When you read this article you will notice that we have played about with our formats.. We would appreciate some feedback on these alternative formats, we think they look different and interesting, but you will have the final say. Also for Warhammer are Barbarian Mercenaries with a fabulous story by Gavin's girlfriend, Bekki. This had nothing to do with us printing it of course.

For Warhammer 40,000 there is a scenario called Vengeance Cave which is very different to most scenarios, it has a cave for starters. Of course there is stacks of other stuff including Mumblings from beyond the void and a page of people in various weird poses. There are two pieces of new artwork by M Blackman from London. One of which is at the bottom of the next page and the other is of an Eldar Warp spider. Thanks a lot M Blackman. If you have a good drawing talent and you want to show everyone, send it in and we may very well print it.

Every copy of the CITADEL JOURNAL from issue 1 through to 7 is sold out completely and no there will never be a reprint. Issue 8 is selling out as I type this now, but there is some good news. The powers that be have seen fit to grant us with 6000 copies every issue. So with any luck you will all be able to get your hands on all the Journals from now on. And what have you got to look forward to over the next few months. Well we will tell you. We will be providing many exciting new rules, troop types, vehicles and much more for all of your favourite games systems.

IN THE NEXT ISSUE OF THE CITADEL JOURNAL:

Epic Wars. Rules for Epic and Warhammer
40,000 in the same campaign.

Norse in Blood Bowl.

WORLD EXCLUSIVE TO THE CITADEL
JOURNAL ONLY

Brand spanking new vehicle rules by Jervis
Johnson. A revelation guaranteed.

BE THERE OR BE A FOUR SIDED
EQUILATERAL POLYGON!

Allow us to introduce ourselves to you and show you how three unlikely gits like us got, what can only be described, as the best job in the universe.

OUCH, OOO, AAAGH, WACK, SPLOT....Get off or I'll hit you again. Typical of those cowardly gits, you will be hearing from them later cos it looks like I'm the vanguard Da one who has to go first (applause, praise, etc). My name is James Funnell I come from a little known town called Chippenham and I play just about everything, but especially Epic cos its brill! (expect to see lots of it too). I have two Warhammer 40000 armies one Marine and one Imperial guard (Just because Ian's gone, it does not mean that you will be seeing less tank articles, He, He). I have a large Undead army for Warhammer and several allied contingents.. I wont start boring you with details of my best win ever(the truth is I just can't decide) but I will tell you that I got beat horribly in my first ever game of Man O' War by Phil, and he will suffer for that, believe me.

Because I'm the oldest I seem to have been forced in to the role of Tactical genius and Warhammer expert, so stop writing in about it. or else, you hear. Now there is a small, sad minority of people who are going to want to know how long I've been playing. Well Ill tell you. 6 years, happy now....good. Unfortunately I've got to hand you over to the gibbering coward's now, see ya.

Hello me postulating gilet infested cherubs. I'm Gavin Tyler, not Gavin Thorpe, so you should all forget the other one because **I'm here now!** I'm from Hitchin in Hertfordshire and I have lived there most of my happy, merry, brilliant and very, very flukey life.

Its just been my birthday, so I'm 19 now (*happy birthday to me, happy birthday...*). For the last eight years I have been playing Warhammer 40,000 pretty much non stop, and so this is my thingy. However I have played almost every other game GW has done (even when it was just an importer of American games those many eons ago). My major army is a Warhammer 40,000 Space marine Chapter all of my very own, and they are all painted black -original hay? But Since coming here I've started a stunningly massive Imperial guard army after falling in love with the models they've got here at the studio. However, as with all my armies, mines different at the moment with support of a tank regiment of two Leman Russ's, Demolisher, a Chimera, Shadowsword, two Baneblades and a Leviathan! You've seen Ian Pickstock's tank fest, that's nothing compared to ours!!!

Hello to everyone that knows me, and I'm sure that everyone else will get to know me soon enough!

My name is Phillip Lowles, my friends call me Phil so I suppose you can too. For 18 years I have slobbered around in the town of Basingstoke. "Where?" I hear you cry. Basingstoke that's where. Believe it or not but, I used to work in a shoe shop in Basingstoke, up until 3 months ago that is. When I first heard about the job in White Dwarf I sent a load of rules I had written along with all the other usual stuff. I had an interview in February and only 5 months after I applied I received a letter telling me I had got the job.

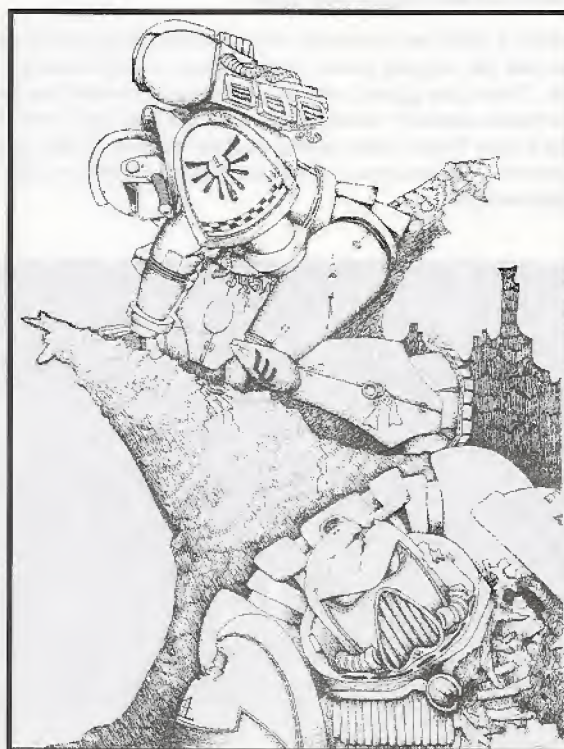
Despite the threats to my life and the shouts of "You (CENSORED FOR OBSCENITY) git", I have moved house to Nottingham and begun work at the studio. All of the dark and sinister 'things' who work here are very nice to us, ie: they let us go home at night! The job is harder than you might imagine too. Have you ever played a game non-stop for two days. If you have you might know what I am talking about.

I have got six years of gaming experience under my belt and have played nearly every GW game ever made! For Warhammer my favourite army is the chittering hordes of the Skaven and for WH40K my favourite army are the awesome Tyranids and the mindnumbing horror of the Genestealers. I am also a big Man O' War fan and have every ship in the collection. I also have every Blood Bowl team and star player in the collection and have thousands of other miniatures which I just don't have room to tell you about.

Anyway, that is enough about us, you want to hear about what's going on at the studio right? Well we can reveal that the imminent release of Codex: Tyranids, Warhammer Armies: Dark Elves and the new miniatures that go with them have everyone leaping about like Halflings on Ecstasy.

There are frantic lunch-hour games of Warhammer Quest going on, we though have to play the expansion packs all day long, ah its a hard life! Andy Jones is currently immersed in the quest for more Adventures and more characters.

Also we took part in our first battle report which you should have by now. Tankfest 95 was splendid fun but bad luck, bad tactics and the other usual excuses are reasons why the White Dwarf team look so smug and we look so utterly defeated. We'll get those White Dwarf scum next time, next time ya hear.!



EPIC TITAN LEGIONS

LEGIONS OF CHAOS

By James Funnell

Titans are massive awe inspiring machines of death that mercilessly stalk the battlefield, Chaos Titans represent the ultimate perversion of man and machine, a terrifying mix of flesh and metal dedicated to the art of slaying for slaying's sake.

Hi there, I expect there are a few among you dedicated gamer types who have sat down to read this article and thought "who on Armageddon this James Funnell chappie", in which case stop reading from the back and have a look at the editorial. For those of you who look at the pictures first you will have realised that I suffer from a terminal case of milliput on the brain and Chaos Titan fever. Luckily I recently had a brief relapse and some reader-friendly conversions are on their way.

During the dark days of the Horus Heresy brother fought brother. The great armies of the Imperial Guard turned traitor and several of the mighty Titan legions declared their allegiance to the Warmaster. The Heresy may be over but the Warmaster's deadly legacy remains! With the failure of the Heresy the Traitor forces were driven into the Eye of Terror. The Emperor knew it would be suicidal to follow them so there they remain, waiting to board space hulks and attack the worlds of the mortals once again.

During their ten thousand year sojourn among the Demon worlds the warping power of chaos has twisted and corrupted the Titans into gigantic engines of terror that roam from battle to battle eternally wreaking the carnage that they were built for. Chaos Titans often appear as giant effigies of their patron power with fearsome knashing heads or other unnatural appendages.

Current Epic rules allow you to mount a lashing Chaos Titan tail in addition to the Titans standard weapons. The rules presented here represent the huge diversity amongst Chaos Titans and allow you to utilise a variety of abilities and attributes instead of (and including) the Chaos Titan tail.

Each Titan in your army may have one general attribute for free. To determine what Attribute/Ability your Chaos Titan has roll 2D6 and consult the general attribute table.

It is preferable that your model has any obvious attributes modelled on to it (note that some attributes are not always visible, ie-Long legs/Daemonic protection), also there is no need to try and model "Flaming".

Tzeentch, Slaanesh and Nurgle Titans may have one General Chaos attribute each.

To reflect the fury of a Khornate Titan's advance and its desire to enter close combat, Khornate Titans may only be given Advance or Charge orders. To make up for this Khornate Titans are allowed two rolls on the General Chaos attribute table.

Although the models shown below have been subjected to a vicious milliput ordeal, this is by no means the only way to convert Chaos Titans and I suggest that any sane Journal readers delve in to their bits box for some appropriate parts.



GENERAL CHAOS ATTRIBUTE TABLE

2D6

ATTRIBUTE

- | | |
|--|---|
| <p>2 Tentacles - Writhing tentacles cover the Titans body and grabbing any enemy model in reach. The Titan gains +1 CAF and may make a single grab attack every turn. The grab attack has a Range of 10cm and will hit on a 4+ with a -2 saving throw.</p> <p>3 Chaos Cannon - A number of big guns have been attached to various parts of the Titan. These may fire at the same time as the Titans other ranged weapons and have a Range of 50cm 2 attack dice requiring a 5+ to hit with a -1 saving throw modifier.</p> <p>4 Daemonic Protection - The Titan is particularly favoured by its Chaos patron who protects it from enemy psychic attacks. This gives the Titan a 4+ psychic saving throw.</p> <p>5 Agile - The Titan is gifted with long legs and an incredible sense of balance. This allows the Titan to make an extra 0-90 degree turn if it has advance or charge orders.</p> <p>6 Chaos Tail - A long sinuous tail lashes about behind the Titan. The Titan gains a +3 bonus to its CAF during close combat.</p> <p>7 Chaos Head - The Titan sports a vicious looking head with snapping jaws and ominous looking gun ports. The Titan gains a +2 CAF bonus and a single ranged attack with range 25cm, 5+ to hit with no saving throw modifier.</p> | <p>8 Scales - The Titan is covered with a layer of hard scales that hamper incoming fire. The Titan has an additional 5+save against all weapon hits, this saving throw is modifiable as usual.</p> <p>9 Flaming - The Titan is wreathed in magical fire that causes opponents to back off and burns unprotected troops. +2 CAF, any troop stands that are in contact with the Titan at the beginning of the close combat phase are killed on the roll of a 6 on 1d6.</p> <p>10 Cyclops - The Titan is blessed with a single penetrating eye that notices every detail, The Titan has a +1 bonus to hit when shooting at troops in cover. Hence a Titan with this attribute shoots at a troop stand in hard cover there will be a -1 penalty to hit and no penalty for shooting at troops in soft cover. Cyclops can not be used in conjunction with barrage weapons.</p> <p>11 Long Spines - Many sharp spines protrude from the Titans body making close assault difficult. The Titan gains a +2 bonus to CAF and may no longer move through woods (the spines catch in the trees). Infantry that attack the Titan suffer an additional-2 penalty to their CAF.</p> <p>12 The Titan is not in favour and may not have any general attributes.</p> |
|--|---|

BUBONIS

DAEMONIC PLAGUE TITAN OF NURGLE.

Since the dark days of the Horus Heresy the renegade Titan legions have dwelt in the Eye of Terror. For thousands of years they have been proving themselves to the Dark lords in the hope that the most worthy of them might be granted the ultimate reward, Daemonhood!

Bubonis is one such Titan, once the command of Grand Master Marnic Bubon, man and machine have become one and now lead the much feared Festering Death Titan legion to war against all-comers.

The legion of Festering Death, formally known by the Imperium as the Silver Scythes had been based on the rim of Imperial space when the Heresy swept the Imperium into civil war. Overlooked by many and far away from the bulk of the fighting the Legions commanders quickly succumbed to the lure of Chaos and entered the fray, siding with the Lord of Decay. The Legion set about bringing famine and pestilence to the worlds on the rim and unleashed ancient plagues upon the planets, thus winning their Lord's favour.

SPECIAL RULES

Bubonis is a Greater Daemon and all normal rules apply, the Titan is entitled to 3 chaos cards and he may use these to negate the effects of a hit, the card must be played before damage is rolled. Any units charged by Bubonis may not shoot him in the first fire phase and must take a morale check or go on to Fall back orders.

Whenever Bubonis moves he leaves a trail of sticky contagious slime behind him, the slime trail is 4cm wide and the template that is provided on the back inside cover should be used to represent the slime. The slime remains in play for the rest of the game and any troops who are not his minions will take a single hit with a -2 save modifier if they touch the template. Also any models that are in close combat with Bubonis will take a hit on a 4+ with a -1 save modifier before combat is resolved

Bubonis was once a Warlord class Titan and as such he can make one 90 degree turn during his movement. He has 6 void shields to protect him from incoming fire

1200 years ago Nurgle rewarded Bubonis for his loyalty and devotion with special plague cannon. These are barrage weapons that fire a festering ball of rotting waste that's infused with many sickening diseases. This hits its target and splatters over a wide area hitting anything underneath with 8 barrage points, any model that is hit suffers a -1 save modifier. After shooting has been resolved leave the template in position and roll on the plague outbreak table at the beginning of your movement phase.

WEAPON	RANGE	TO HIT	SAVE
PLAGUE CANNON	100cm	8BP	-1

PLAGUE CANNON TABLE

- | | |
|-------|--|
| 1 - 3 | The plague seeps in to the ground and dissipates, remove the template from play. |
| 4 - 5 | The mess of rot and disease starts to fester, leave the template in play, anything that touches the template will be hit on the roll of a 4+ with a -1 save. |
| 6 | The plague starts to spread at an alarming rate, An outbreak is imminent! Any model that touches the template will be hit on the roll of a 3+ with a -1 save and anything within 6cm will be hit on a 5+ with a -1 save. |

Bubonis is also armed with the revolting Rot spitters, many writhing tentacles protrude from the Titans carapace. These end in gaping mouths that shoot large gobbets of Rot and Goo at the enemys of Nurgle, while the huge gaping mouth that dominates the Titans body can spit long streams of corrupted slime at anything that gets too close. Bubonis' mighty plague cannon are gripped and aimed by decaying Claws of Nurgle. These are treated as a single power fist in close combat. You may not fire the plague cannon and use the claws as a power fist in the same turn.

FOLLOWERS OF BUBONIS

If you take Bubonis as a greater daemon you must also buy him followers. Bubonis must have at least 3 minion cards following him, and can have a maximum of 5 minion cards following him. Bubonis also allows you to purchase a Titan battle group, this battle group must be made up of Titans from the Legion of Festering Death and may be picked from the Titan Legion cards at the end of the article, as these are Bubonis' followers. Titans from the Legion of Festering Death can have general Chaos attributes and Nurgle specific Chaos attributes.

If Bubonis is destroyed then any Titans from the Legion of Festering Death will lose all of their general Chaos attributes. Nurgle specific attributes are not affected.

(Any Titan bought as a minion card for Bubonis will come from the Legion of Festering Death)

NURGLE SPECIFIC POWERS

Nurgle specific attributes may also be purchased at additional cost for any Nurgle Titan (Not Bubonis), if you wish to buy any of these attributes first roll a die to see how many attributes the Titan may have (Minimum of one per Titan), this is dependant on the size of the Titan. You may then choose attributes freely at the cost indicated. To buy attributes for Titans multiply the attribute cost by the modifier. To use these attributes it is necessary to have the model suitably converted.

ATTRIBUTES OF NURGLE

ATTRIBUTE ALLOWANCE TABLE

- | | |
|----------------|--------------------------------------|
| Emperor Titan | - D6-1 attributes at double cost. |
| Warlord Titan | - D6-2 attributes at cost indicated. |
| Reaver Titan | - D6-3 attributes at cost indicated. |
| Warhound Titan | - D6-4 attributes at half cost. |

PLAGUE CARRIER -The Titan carries a hideously contagious and corrupting plague. Any model that charges or is charged by the Titan takes a hit on a roll of 4+ and must make a save at -1 to survive. ——— +50 points

WARTY BODY - The Titan is covered in thick leathery skin and has large, angry looking warts scattered over its surface. This confers a +1 save to all locations at the detriment of a 5cm movement penalty. ——— +150 points.

NURGLESQUE APPEARANCE - The Titans head has mutated hideously and is now so atrocious that any models charged by the Titan must take a morale test or go on to fall back orders. ——— +20points.

NURGLINGS - The Titan is covered in hundreds of mischievous Nurglings. These tease, interfere and get in the way of attacking models. The Titan gains a +2 CAF in close combat and never counts as outnumbered. Opponents may not claim any multiple combat bonuses. ——— +150 points.

STREAM OF CORRUPTION - Hundreds of tiny orifices cover the Titans body out of which the Titan is able to spew a concoction of maggots, slime and other foulness over its opponents. Place the stream of corruption template anywhere in the 180 degree fire arc, place the pointed end of the template against the Titans base and the rounded end over the target models. Any model caught under the template is killed on a roll of 3+, Titans lose a void shield or take a hit with a -2 save modifier. ——— +50 points

CLAWS OF NURGLE - The Titan's arms have grown a fleshy covering and huge 3 taloned claws clutch on to the Titans arm weapons. The Titan gains a +2 CAF and counts as having a power fist in close combat. You may not first fire and use your power fist. ——— +100 points



BUBONIS THE PLAGUE TITAN

MOVE	CAF	TYPE
10cm	+18	WARLORD

Bubonis is equipped with 6 void shields

Bubonis may make up to 1x 90° turn during his move.

Bubonis is a greater daemon and must be accompanied by minions as usual, he entitles you to 3 chaos cards which he may use to negate damaging hits in the same way as a Lord of Battle. When charging in to close combat opponents must make a morale check or go on to fall back orders. enemy on first fire who are charged can not fire at Bubonis

Where ever Bubonis goes he leaves a Contagious slime trail behind him, the contagious slime has the following effects.

•Any model in combat will be hit on a 4+ with a -1 save modifier before combat is resolved.

•Bubonis leaves a 4cm wide slime trail behind him when he moves, this should be represented on the table and remains in play for the rest of the game. Any model that touches the template will be hit and must make a save at -1 to survive

WEAPONS	RANGE	AD	TO HIT	SAVE	NOTES
PLAGUE CANNON	100CM	8BP	8BP	-1	2 SHOTS, SEE RULES
ROT SPITTER	50CM	8	4+	-1	
CORRUPTING SPITTLE	25CM	1	5+	-2	
POWER FIST					SEE RULES

HIT LOCATION TEMPLATES

FRONT

CARAPACE WEAPON 2+	CARAPACE WEAPON 2+	CARAPACE WEAPON 2+
ARM WEAPON 1+	HEAD 0+	ARM WEAPON 1+
ARM WEAPON 1+	PLASMA REACTOR 1+	ARM WEAPON 1+
LEG 1+		LEG 1+
LEG 1+		LEG 1+

SIDE

CARAPACE WEAPON 2+	CARAPACE WEAPON 2+	CARAPACE WEAPON 2+
CARAPACE 0+	ARM WEAPON 1+	HEAD 0+
	ARM WEAPON 1+	ARM WEAPON 1+
	LEG 2+	
	LEG 2+	

REAR

CARAPACE WEAPON 2+	CARAPACE WEAPON 2+	CARAPACE WEAPON 2+
CARAPACE 1+	CARAPACE 1+	CARAPACE 1+
ARM WEAPON 1+	PLASMA REACTOR 2+	ARM WEAPON 1+
LEG 2+		LEG 2+
LEG 2+		LEG 2+

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BUBONIS DAMAGE TABLES

HIT LOCATION

HIT LOCATION/SHOOTING

Roll to hit Bubonis as normal. if you hit, refer to the location templates. Nominate the target area. Roll the pair of **aim dice** and move the location hit as indicated up, down, left or right. If the shot lands in a location area take any appropriate save. If the save fails refer to the appropriate damage table, if your shot lands on an empty square or outside the grid it has missed.

CLOSE COMBAT

If beaten in close combat the enemy chooses a location and damage is worked out from the appropriate damage table. Shields have no effect in close combat and saving throws are ignored.

CARAPACE DAMAGE TABLE

- 1-2 Bubonis' void shield generators are damaged and shut down temporarily. Until the void shield generators are repaired (roll a 5+ on a D6 in the end phase), they may not be used.
- 3-4 Bubonis' void shield generators shut down and may not be used any further in this game.
- 5 Bubonis' void shields are in danger of overloading and you must shut them down before they explode! Roll a D6, on a 5 or 6 the shields are safely shut down. On a 1-4 the shields overload as described below.
- 6 Bubonis' void shields overload and explode causing massive internal damage. Bubonis is destroyed but remains standing. Any vehicles and troop stands within 2D6cm are hit by flying debris and must make an unmodified save to avoid damage.

HEAD DAMAGE TABLE

- 1-2 Bubonis' corrupting spittle attack is lost and the damage so enrages him that he must First fire at his attacker next turn if possible.
- 3 The shot stuns Bubonis and his CAF is halved next turn. He must be given advance orders and he may not fire for the rest of this turn or the next.
- 4 The shot knocks Bubonis unconscious and he may do nothing until he regains consciousness, leave Bubonis standing. He will regain consciousness on the roll of a 4+ on a D6 in the end phase. The turn after Bubonis regains consciousness he will be stunned as 3 above.
- 5-6 The shot rips into Bubonis' head, killing him instantly. Bubonis will fall over in a random direction, any vehicles or troop stands fallen on are destroyed.

REACTOR DAMAGE TABLE

- 1-2 Bubonis' armour is holed and vital chaotic energy starts to leak back into the warp, the hole can be repaired in the end phase by rolling a 5+ on a D6. Until then Bubonis' movement, CAF and weapon ranges are halved.
- 3-4 Bubonis' plasma reactor has been breached. Attempt to repair the damage by rolling a 5+ in the end phase, if you fail there will be a reactor meltdown and Bubonis is destroyed (see 5-6 for details). If you succeed the reactor comes back on line and Bubonis can move and fire as normal in his next turn.
- 5-6 Bubonis' reactor has been destroyed and Bubonis is vaporised in a spectacular meltdown. Bubonis is removed from play (replace it with a crater template). Anything within 3D6 cm suffers an automatic hit from flying debris and must make an unmodified save to avoid damage.

WEAPON DAMAGE TABLE

- 1-2 The weapon has been damaged in the attack and may not be used until a 5+ is rolled on a D6 to repair in the end phase. If the Plague cannon is damaged then the power fist will also be damaged. Bubonis may not use his power fist and suffers from a -1 to his CAF until it is repaired
- 3-4 The weapon is damaged as above, additionally if the hit was on the arm Bubonis will loose his power fist and -1 CAF, if the hit was on the carapace weapons Bubonis will lose 4 attack dice from his Rot spitters.
- 5 The weapon is destroyed and may not be used again in this battle. If the arm is hit Bubonis loses his power fist and suffers from a -1 to his CAF.
- 6 The weapon is destroyed(see 5) and the neural shock causes a further automatic hit on Bubonis. Roll a D6, 1-3= reactor, 4-6= head. Now roll a D6 on the appropriate damage table to determine what additional damage is caused.

LEG DAMAGE TABLE

- 1-2 The leg is damaged, forcing Bubonis to walk with a pronounced limp. Bubonis' move rates are halved and he may not enter difficult terrain.
- 3-4 Bubonis' leg has suffered extensive damage , and it is very likely to give way. Roll a D6 in each ensuing end phase, subtracting 2 if Bubonis had charge orders or 1 if he had advance orders. On the roll of 0 or less the leg will snap and Bubonis will crash to the ground (see result 6).
- 5 Bubonis is completely crippled by the damage to its legs. It may not move or turn for the rest of the game.
- 6 The leg is blown apart and Bubonis crashes to the ground. Decide randomly which way Bubonis falls, and place him lying on his side in that direction. Any vehicles or troop stands fallen on are destroyed.

HOW TO MAKE BUBONIS

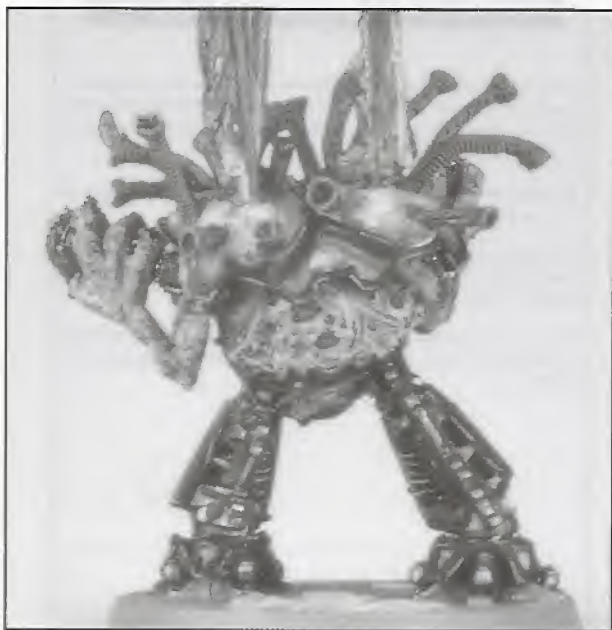
BUBONIS IS MADE FROM A NUMBER OF DIFFERENT PARTS, YOU WILL NEED.....

- 1 Plastic Warlord Titan Sprue
- 2 Rubble Claws (Metal Titan extras)
- The Banners from a Palanquin of Nurgle
- 2 Old style Great Gargant Gut Buster Cannons
- 2 Nurgle Titan Heads
- The Head from a new Beast of Nurgle
- 1 Greater Daemon of Nurgle Body section (the one with the big mouth.
- Tentacles from the old Beast of Nurgle
- 2 Arms from a Greater Daemon of Nurgle (one left and one right)

To start your model glue the **Rubble claws** over the Titans moulded feet and then attach the body section as usual, don't glue the carapace on yet.

Next you will need to take the carapace and drill some holes in it, make the holes big enough so that the **tentacles** will fit inside. It is also necessary to cut away the front overhang- that's the bit with the Imperial eagle moulded to the top. You can now glue the carapace to the rest of the Titan.

It is now time to attach Bubonis' main body, (the **Nurgle body piece**) this should fit quite well on to the front of the Titan body although if you trim the Titan body and the inside of the lead part a good fit can be obtained, Try to position it so that the bottom of the **Nurgle body** piece fits between the Titans legs.- (see picture)



THE PLAGUE CANNON

These are simple to make. Take the two **Titan heads of Nurgle** and cut off the rear tab (the one that usually fits in to the hole in the Titan body,) and the tongue, you can now glue these on to the front of the **Gargant Gut buster cannons**. Attach the finished Plague cannon to the arm mounts on the Titan.

THE HEAD

the **head piece** from a **Beast of Nurgle** is quite large and it is necessary to cut the actual head away from the "bib". To do this make two straight cuts either side of the head so that a triangular wedge (with the head at the centre) is removed from the "bib" , don't make the wedge too big as we will be using the "bib" later on. File the head down a bit and slot it in to position between the body section and the carapace, in the space left by the removed overhang.

If you wish you can now glue the "bib" on to the rear of the titan, slot it in between the carapace and the main body.-(see picture on left)



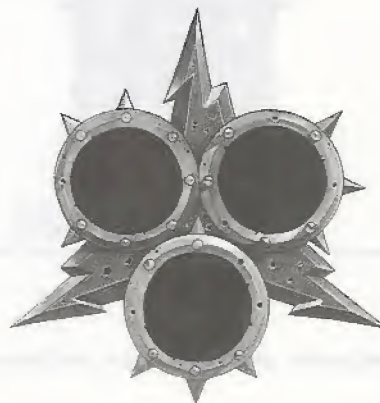
THE ARMS The arms are also simple, although you may wish to pin them in place. Your model will look better if you pose the arms a bit. To do this bend the fingers and hand so that it will look like the hand is gripping the Plague cannon, but be very careful as it is very easy to accidentally break a finger or even the entire hand off (I know, I did it myself). After the hand has been posed it is a simple matter to glue it on next to the Plague cannon.

THE TENTACLES

Assuming you have drilled the holes into the carapace all you have to do is cut the **tentacles** away from the rest of the metal and position them as you like in the holes.

TO FINISH

This is up to you, your Bubonis model should now be ready for painting although I recommend filling the gaps in the model with some milliput. Also you may like to model Bubonis' slime trail on to his base, again milliput would be ideal., although I used some Bostic all purpose clear glue.





GREATER DAEMON

Bubonis - Plague Titan of Nurgle

Following the death of Horus and the effective end of the Heresy, Bubonis fled to the Eye of Terror with the remainder of the Legion of Festering Death. There he dwells, a Prince among Daemons waiting to seek his vengeance on the mortals of the Imperium once again.



POINTS VALUE 1200

BUBONIS

Bubonis is a towering warty filth covered Titan his carapace is covered in slimy tentacular Rot Blasters and his two diseased arms grip the mighty Plague Cannon that was gifted to him by father Nurgle.

Bubonis entitles you to Titan Battle groups taken from the Legion of Festering Death.

The Legion of Festering Death is highly favoured by Nurgle and any Titans taken from this legion may be bought a number of Nurgle specific Chaos Attributes (see rules)

If Bubonis is destroyed then any Titans under his command will lose their General Chaos Attributes (Nurgle specific attributes are not effected)

VICTORY POINTS 12

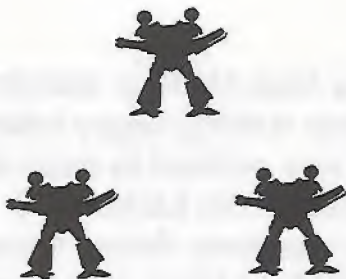
Your opponent gains 12 VPs when Bubonis is destroyed

TITAN LEGION

LEGION OF FESTERING DEATH

WARLORD BATTLE GROUP

A Warlord Titan Battle Group consists of three Warlord Titans.



POINTS VALUE 1500

WARLORDS

The Legion of Festering Death Warlord Titan Battle Group may only be taken as minions for BUBONIS, the plague Titan of Nurgle.

Legion of Festering Death Titans are allowed one General Chaos Attribute each and are can be bought Nurgle Specific Chaos Attributes.

Each Warlord must remain within 25cm of at least one other Titan from the battle group. If a Titan is more than 25cm from its battle group in the orders phase it must go onto advance orders until it is back within 25cm of another Warlord from the grouping the Orders phase of a subsequent turn.

Warlord Battle Titans cannot be broken so they do not need to take morale checks. 8 Victory points are awarded to the opposing player for each Warlord Titan destroyed.

VICTORY POINTS 8

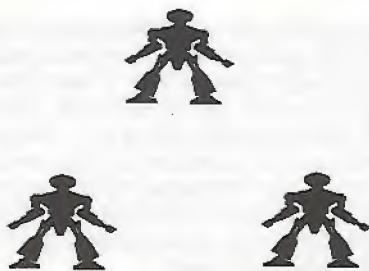
Your opponent gains 8 VP'S for every Warlord Titan that he destroys

TITAN LEGION

LEGION OF FESTERING DEATH

REAVER BATTLE GROUP

A Reaver Titan Battle Group consists of three Reaver class Titans.



POINTS VALUE 1000

REAVERS

The Legion of Festering Death Reaver Titan Battle Group may only be taken as minions for BUBONIS the Plague Titan of Nurgle.

Legion of Festering Death Titans are allowed one General Chaos Attribute and can be bought Nurgle specific Chaos Attributes.

Each Reaver Titan must remain within 25cm of at least one other Titan from the same Battle group. If a Titan is more than 25cm from its battle group in the orders phase it must go on to advance orders until it is back within 25cm of another Reaver Titan from the group in the orders phase of a subsequent turn.

Reaver Battle Titans can not be broken so they do not need to make morale checks. 5 Victory points are awarded to the opposing player for each Reaver Titan destroyed.

VICTORY POINTS 5

Your opponent gains 5 VP's for every Reaver Titan that he destroys

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MAN O' WAR

NECROMANTIC MAGIC

BY PHIL LOWLES

This article is especially for all gamers suffering from Man O' War withdrawal symptoms and who need more rules to keep them from writing angry letters to us. Here we are following up on the Undead fleet rules printed in issue 6. I have taken a look at the Necromantic magic used by the Liches and Necromancers and devised many cunning spells to accompany them. Only one person has sent pictures of an Undead fleet to us and we know that some people have ordered the parts for an Undead fleet from mail order so come on, get modelling.

When the dark winds blow and the storm beats strong, dark tales are told of creatures and spooks. Eerie tales that tell of the dead walking and gathering, a gathering of the minions of night. Such creatures are only spoken of in whispers and rumour, in many places they are just a legend, but they exist and on land and sea they crawl and sail to bring death and destruction to all who are not Undead.

Under black skies that flash with unseen lightning and swooping bats, the dead go to sea in vast Floating Necropolises, Ghostships doomed to traverse the seven seas

for time eternal and Skullships which carry the Skeletons, Zombies and Wights which form the ranks of the dead.

When the damned gather for battle they are brought together by a powerful magic user who uses his magic to bind them all to his will. This is usually a Liche but Necromancers also use the powers of the dead to bring death and destruction to all enemies. As the minions of the dead march forward lightning sparks over the skies and balls of fire light up the battle with their spectral brilliance. Necromantic spells from the dawn of time bring havoc and death to the living.

LICHES AND NECROMANCERS

An Undead fleet is commanded by a Liche or a Necromancer. They are also the Wizard and as such are the most important part of any Undead fleet. The spells and rules override those printed in Citadel Journal 6 for the Undead magic. The rules for the ships are still the same as stated in CJ 6. If you have a Tomb King as Admiral then you must have a wizard as instructed by the Journal. He may not use Necromantic magic but must use the normal magic deck that comes with the Man O' War game.

A Necromancer or Liche takes all 12 Necromantic magic cards at the beginning of the game and may cast one per magic phase, and dispel once per magic phase as well. Unlike other Wizards though, after he has cast the spell he rolls a D6. On a 1 - 2 he must discard the spell as normal, but on a 3 - 5 he can choose to discard a spell card that he did not cast this turn instead of the one he did. If he rolls a 6 the power of the grave means that he does not discard a spell at all. This roll is NOT made if the spell was dispelled or for any cards used to dispel. You must automatically discard the spell card.

A Necromancer or Liche may not gain Necromantic cards back during the End Phase but must wait until all of the Necromantic deck has been used before getting all of the cards back again.

Dispels

Necromantic magic is very hard to dispel and as such a Wizard can only dispel using a spell of his own college of magic.



Skaven Grey Seers and Chaos sorcerers are of equal power and as such may dispel as normal. Liches and Necromancers can dispel any kind of magic (even Skaven or Chaos), but two cards must be discarded and a roll is made against the lowest casting roll. If you are using the High Magic or Waaagh Magic rules printed in Citadel Journals 2 and 5 respectively then they will use the dispel rules in exactly the same way as stated in those Journals.

Boarding Actions

During a boarding action when an enemy crew counter is killed put them to one side for now. When the boarding action is complete roll a D6 for every crew counter which was killed. On a roll of 5+ the Liche or Necromancer has brought them back from the grave to fight in the ranks of the Undead against their former friends and shipmates. Place a Skeleton crew counter onboard the ship that was boarding. It will not work if the ship lost the boarding action or if the Liche or Necromancer dies or is captured. The amount of crew cannot exceed the limit that the ship has on its crew. Any extra are wasted.

Losing your Liche or Necromancer

If a Liche or Necromancer dies or is captured during the battle then the magic that binds the Undead together is lost and all Undead Ships of the Line take D6 below the waterline hits with no save possible at all. Battle Honours are awarded as usual.

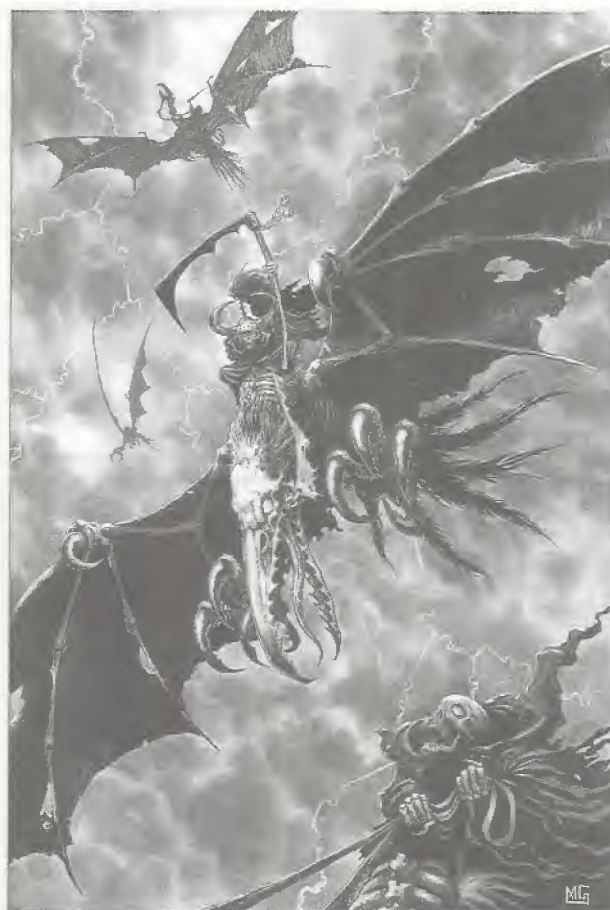
Special Actions

The special Actions rules printed in Citadel Journal 6 are now rendered obsolete by these spell rules. So if you are using the spells printed here you may not use the special actions. You may however, use the special action rules if you take a Tomb King as your Admiral because this balances out the fact that a Tomb King cannot use Necromantic Magic.

Points Cost

The table below shows the points cost for Liches and Necromancers together with all the other information you need to know to use them. Note that the crew pts / 500 points have been changed because it has been found that more are needed for a reasonably crewed fleet. The points cost for a Tomb king has been included here because its crew pts/500 points has been altered.

Points Cost Table				
	Casting/ Dispel	Points Cost	Battle Honours	Crew Pts per 500 points
Liche	+1	300	12	15
Necro.	None	200	10	12
Tomb King	None	50	7	10



UNDEAD IN CAMPAIGNS

As a campaign progresses Undead will become more powerful and the Liche or Necromancer will be able to raise up more Undead. After every battle roll D6 and add 2 to get a number between 3 and 8. This is the amount of extra points that can be added to the Liche or Necromancers crewpts/500 points. Crew are chosen again at the beginning of each battle so any that were killed can be bought back and this time you can have more crew to harass your opponent with. Any Skeletons which join your fleet from either a spell or killing an opponents crew are lost because the magic that sustained them has drained away.

HINTS AND TIPS

As you can see from the above rules it is important to keep your Liche or Necromancer safe during the battle because if anything happens to him its more than likely you have lost the game. Protect the Floating Necropolis as much as you can but do remember it is a match for the Black Ark of Naggaroth so do not be too timid with it.

An Undead fleets biggest advantage is the huge amount of crew it can have so remember to get into boarding actions as soon as you can. When you are boarding remember to roll for each crew counter you kill because they can add to your crew and make them almost unstoppable.

Undead are also very good in campaigns and get more and more crew as they go along. A good tip to remember about Undead crew is to take one Wight for each ship to lead in the boarding actions and then use up the rest of your crew points on Zombies because you will get the biggest bonus in boarding this way.

Until next time, keep on gaming.

NECROMANTIC SPELL

Spirit Wraith

Casting: 4+

In a shower of magic a Spirit Wraith appears and screams across the sky towards the enemy. The Wraith drops on to the deck of the ship, picks up some crew and departs again to the world of night.

Cast on: Any enemy ship.

Effects: The Spirit Wraith carries away 1 crew from an enemy ship.

NECROMANTIC SPELL

Legion Of The Damned

Casting: 6+

A dark wind rises behind the Undead fleet and riding upon the wind are the legion of the damned who land upon the deck of an Undead ship.

Cast on: Any single friendly ship.

Effects: The crew on a ship of your choice are doubled this turn only. Next turn they will be back to the normal amount.

NECROMANTIC SPELL

Death Bolt

Casting: 4+

The wizard swallows some ground bone powder and spits it out suffusing it with dark power. The bone solidifies into a Death Bolt which strikes a ship close by.

Cast on: Any single enemy ship within 18" of the Necromancer.

Effects: The Death Bolt inflicts 3 random hits to low locations with a -1 saving throw modifier.

NECROMANTIC SPELL

Plague of Skulls

Casting: 4+

The Necromancer picks a skull out of a big black bag and hurls it at an enemy ship. The magic power makes the skull multiply a hundred times into lots of skulls which suddenly take on life and fall on the enemies crew biting them as they fall.

Cast on: Any single enemy ship.

Effects: The ship may not move or fire this turn and also on a D6 roll of 4 or more they will lose one crew counter to the biting skulls.

NECROMANTIC SPELL

Vanhel's Danse Macabre

Casting: 4+

The power of the grave screams across the sea and strikes every Undead ship which imbues the crew with the invigorating power of chaos. The strength of this magic drives them into a macabre dance of destruction.

Cast on: The whole Undead fleet.

Effects: All Undead ships may move an extra 2" this turn.

NECROMANTIC SPELL

Rite of Summoning

Casting: 3+

Twisting tendrils of black smoke swirl around the bodies of the fallen and restore them to life.

Cast on: Any friendly ship which has lost crew.

Effects: Roll a D6 for the ship that had lost crew and see what is summoned in their place.

- | | |
|-----|-------------|
| 1-2 | 3 Zombies |
| 3-4 | 2 Skeletons |
| 5-6 | 1 Wight |

NECROMANTIC SPELL

Davy Jones' Locker

Casting: 5+

The Necromancer stretches his senses to a nearby shipwreck and touches each man who died there. The Skeletons rise up from the deep and attack an enemy vessel.

Cast on: Any enemy ship.

Effects: Fight a boarding action immediately, you will have 2 Skeletons and no grapeshot is allowed. After the boarding action is finished the magic sustaining the skeletons is lost and they fall back into the sea. This is a fight to the death with no escape for either side.

NECROMANTIC SPELL

Raise the Lost

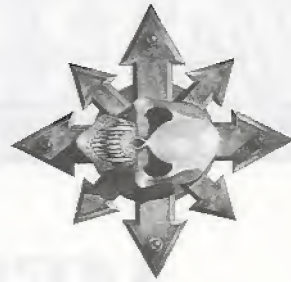
Casting: 5+

The Necromancer fires black beams of magic from his hands into the sea and brings a sunken ship to the surface for a short time only.

Cast on: Any ship that's sunk, provided the wreck counter is still there.

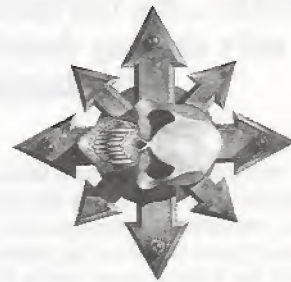
Effects: Bring the ship on up to 3" from the wreck counter. It may move and fire, board if it can, under your control. The ship sinks again during the next End Phase, but do not place a counter for it. Any damage was repaired and any special bonus' the crew had are lost, they will count as 2 normal Skeletons counters.

NECROMANTIC



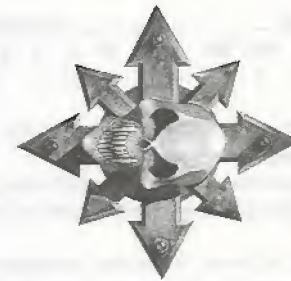
SPELL

NECROMANTIC



SPELL

NECROMANTIC



SPELL

HOW TO MAKE YOUR NECROMANTIC MAGIC DECK

or how else do I fill this space then?

Making your necromantic spell cards could not be easier if we made them for you. Simply photocopy these two pages, the one on the right you will need 4 copies of. Get some thin card and cut and stick the spells and the spellcard backs so that you have a splendid magic card. I have also included some curse of years counters for you, aren't I nice to you.

CURSE
OF
YEARS

CURSE
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NECROMANTIC SPELL

Deathship

Casting: 4+

Glowing tendrils of mist cover a friendly ship and produce an illusion around the ship which makes the ship even more frightening than it already is. The stench of death surrounds the ship and enemy sailors refuse to go near it.

Cast on: Any single friendly ship.

Effects: The ship may not be attacked in ANY way this turn.

NECROMANTIC SPELL

The Curse of Years

Casting: 6+

The Necromancer calls upon the most powerful curse he knows and hurts it at an enemy ship. The ships crew are aged and die due to this hideous curse.

Cast on: Any single enemy ship.

Effects: Roll a D6 for each crew member on the ship. On a 5-6 the crew are aged and die. If there are any crew left alive place a Curse of Years counter beside it. In the next magic phase roll again, this time the crew will be aged on a 4-6. If they are still alive subtract -1 to the roll every magic phase down to a maximum of 2-6. This spell may be dispelled in subsequent turns by an opposing magic user. This is done in the same way as it would normally be done (See main text).

NECROMANTIC SPELL

Leg Bone Connected to the Knee Bone

Casting: 4+

The Necromancer reaches out and knits the two damaged bones together to heal a ship of some damage it has suffered. The damaged area works as if new.

Cast on: Any friendly ship which has damaged locations.

Effects: Completely repairs two locations which have been damaged.

NECROMANTIC SPELL

Horde of the Grave

Casting: 6+

The Necromancer utters an age old incantation and proceeds to summon the horde of the grave. The horde will arrive chattering and desperate to get into action.

Cast on: Any single friendly ship.

Effects: You may add D6 + 2 Skeletons to any ship in your fleet provided it does not take them over the crew limit of the ship. Any crew which cannot fit on a ship are lost in the void.



MERCENARIES

By Gavin Tyler

Hahahahaha...the barbarians have infiltrated Warhammer fantasy Battle at last! Not only do they dominate every Quest game we have produced, but now the battle fields of the Old World as well!

Thrugg and his merry band of lads and lasses, are a notorious band of mercenaries well known for their brute attitude and general veracity, seen often in inns across the Old World.

Their reputation in battle is just as big, known to take part in the pivotal part of the fight in many battles all over the world. They have worked for many different armies, good and bad, and as long as the money is good they do their job. Thrugg is a man of absolutely no ethics or morals, but his mother makes sure that he looks after himself, tagging along cooking for the band and cleaning their clothes (OK, polishing their mail shirts and other stuff).

Thrugg's Band!10 points per model

	M	WS	BS	S	T	W	I	A	Ld
Barbarian	4	4	3	4	3	1	3	1	8

Equipment: Barbarians are armed with double-handed weapons and a hand weapon.

Save: 6+ (a combination of a shield worn on their back, armoured cod piece, horned helmet and other a various bits and pieces)

Special Skills: As these thugs are complete psychos, when they charge an enemy unit to engage in combat they get double attacks for the turn that they charge.

Thrugg!..... 80 points

	M	WS	BS	S	T	W	I	A	Ld
Thrugg	4	6	5	5	4	2	5	3	9

Equipment: The biggest double-handed sword you have ever seen!!! It's called Death-Killing-Splat-Swotter Thrugg can carry three magic items.

Special Skill: Like his Band, Thrugg gets double his attacks for the first turn that he charged (added to the extra attacks of Death-Killing-Splat-Swotter), for a total of 8 attacks.

Save: 6+ (combination of armoured cod piece, shield worn on his back and other various odds and ends).

Death-Killing-Splat-Swotter 100 points

Two handed sword always strikes first, +2 attacks, however if you roll a double on the attacks from the sword the velocity of his lunge pulls him over, so he can not attack next turn., but he

can protect himself as normal. (Use a different colour dice for the extra swords attacks.)

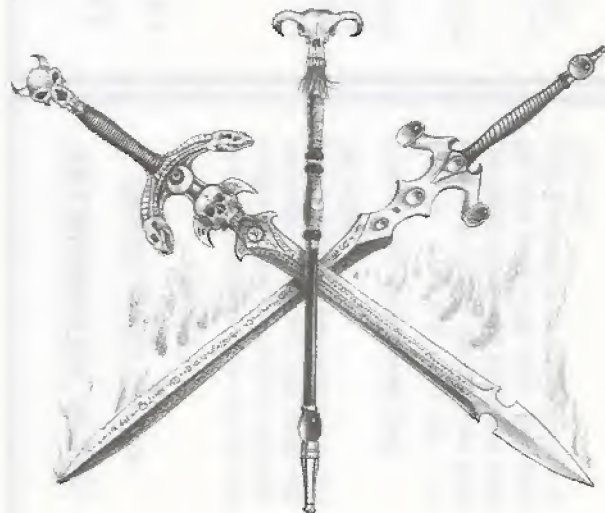
Lucky Magic totem-pole 50 points

At the start of every turn roll on the table below :

D6	Lucky magic power
1	Re-roll any attack that the barbarians missed once this turn.
2	Insane bravery- not effected by psychology for this turn.
3-4	Nothing happens.
5	The regiment gets one dispel for this turn.
6	Everyone firing at the regiment gets a -1 to hit modifier.

This totem-pole reflects the absolutely massive flukeyness that barbarians always seem to have (especially those unnameable films starring a certain Austrian).

Thruggs Barbarians cannot be hired by Undead, Dark elves, Orcs or Chaos armies, as they wouldn't want anything to do with Thrugg, let alone he (or rather his mum) having anything to do with them.



Thrugg

The air in the bar room of the tiny inn was thick with smoke and other odours not immediately recognisable. the strangled voice of the minstrel was barely making itself heard over the general furore; the musician himself stood nervously on a small platform to the left of the bar, trembling as he played, and making no particular effort to pull himself together.

The other occupants of the room payed very little attention to him: arm wrestling, conducting business and flirting with the serving wenches generally took all of their concentration.

Thrugg the barbarian chief looked up from where he was sitting amongst his band in the middle of the room; taking up three tables they were easily the loudest party in the bar, but nobody seemed willing to make a point of it.

He pulled a hunting knife from his belt and began to pick his teeth with it, splattering tiny pieces of meat around the table, gazing speculatively at a large bossomed wench who was passing as far from the table as possible. He tossed a coin onto the table.

"First one to topple a tankard wins," he declared, gesturing. The girl suddenly realising what was happening dived for the door, but not before three of his party had hurled their weapons at her head. She raised her tray reflexively and ducked, as a small throwing axe embedded itself in a pewter jug. The girl was frozen to the spot.

The entire company hushed, waiting. Thrugg paused in mid chew, his dark eyes narrowed sharply, pushing a strand of greasy hair out of his mouth with a huge, thick fingered hand. The jug continued to wobble from side to side.

The musician faltered to a stop. Everyone in the bar was silent, watching the jug with intense concentration. The barbarian who had thrown the axe bit his lip.

There was a sudden movement, and a man across the table threw a dagger too quickly for anyone to stop him: it knocked into the jug, pushing it off the tray, the tension immediately eased, everyone resuming their drinks. Thrugg relaxed and tossed the coin to the winner, who was promptly knocked over by the man who had thrown the axe. The chief indulgently watched the two barbarians scabble with each other for a few moments, while others of the party set about reviving the serving wench by throwing ale into her face.

The musician sighed, put his lute into its' worn leather travel bag, and tried to sneak out of the room. A huge hand on his shoulder stopped him in his tracks. "Where do you think you're going?" rumbled Thrugg. "Um..out?" trembled the minstrel. "Wrong," said the barbarian, and turned him around, ripping the lute out of it's bag and handing it to him. "We'd like to hear the saga of Parkers' Edge," said Thrugg, smiling at him wolfishly



The musician paled. "I-I'm not sure I know that one," he shuddered. He shut his eyes as the barbarian lost his smile, and woke up some days later underneath the bar..

"Right," said the innkeeper, coming up behind Thrugg as he was dusting his hands. "That's just about enough, mister. I can't have you abusing my employees like that-" he caught the look on Thrugg's face and ducked back behind his bouncers, two eunuch ogres who were seven feet tall and wore permanent scowls

"Now, sir, let's not be hasty. I'm not asking you to leave or anything, just-"

"Ask me to leave?" thundered Thrugg, having only picked up half the sentence. There was the ring of steel as he dragged a huge sword out of his scabbard and the ogres took a few steps forward. The innkeeper darted back in the general commotion that followed and spent most of the night huddled under the bar with the unconscious minstrel.

The struggle between the bouncers and the barbarians soon reached epic proportions as the other barbarians leapt across the room to help their leader, and more ogres came out of the rest room to try and keep order. By sunrise, the bar was the only part of the inn left standing, and the barbarians staggered out of the wreckage, clutching bottles of beer and serving wenches, singing drunkenly and cheering in a ragged chorus.

Two days later, a desultory but cheery party of barbarians rode into the mountain village of Claymore, and made straight for the nearest inn.

Story By *Bekki Williams.*



PEGASUS A.A.V.

By Gavin Tyler

Continuing with the tank fest mood that the entire Design studio has been in , I introduce the first of the Journal motor pools' designs. The all new Chimera/Rhino converted variant- The Pegasus Amphibious Assault Vehicle.

How to build your own Pegasus A.A.V.

To make your very own Pegasus A.A.V., you need:

- 2 track housings from the Rhino kit,
- 1 Chimera upper hull part, (D1)
- 1 Chimera turret with multilaser and storm bolter hatch (E4,5,6),
- 6 Chimera lasguns (E8),
- 2 Chimera rear doors (E1,2,3,D4,5),
- Chimera lasgun plate (D3),
- Chimera upper hull hatch doors (D2),
- Leman Russ/Chimera tracks (its the same sprue for both kits),
- 2 extra Chimera rear door hinge sections (E1),
- plasticard or normal card,
- rounded plastic sprue.

Tracks

To add detail to my model of the Pegasus I used the same tracks as the Chimera and the Leman Russ uses instead of the original Rhino tracks, which I think look quite dull and plain. Really this is optional and you could keep the Rhino tracks if you don't feel very confident as a modeller. To change the tracks, I first cut off the original tracks (not the wheels) with a modelling knife and trimmed down any jagged bits left on the wheel units. For the new tracks I used the tracks that were left over from one of my Leman Russ kits. The tracks you need are 2 of the longer ones and eight of the shortest, single unit pieces. Cut four of the single units in half as these ones are connecting to the underside of the track housing and it looks better if they seem to be disappearing inside of it. Glue one of the long track pieces to the four wheel so that it is equally spaced at each end. Then glue an uncut single unit to one end of the long unit and then one of the half pieces to this

The battle for Death Bridge

During the campaign of Deliverance in the Deuliyth system, the Chaos renegades, after being routed at the Battle of Blood Stone, fled across a mighty river a kilometre across. The Imperial guard regiments tried many crossings on the only bridge vast enough to cross the river, but every attempt failed with disastrous results. The Imperial Guard task commander, General Strong, even with the carnage that he had seen done to his own troops, would not give in so easily. He needed to cross the river and deploy a force strong enough to cover his tanks in their move forward across the bridge, because he knew that if he won this battle, it could be the pivotal part of the war and definitely turn the tide over to their side. He wanted vengeance on the scum that held the bridge and that had killed many of the men that had fought by him for the whole campaign.

General Strong had all of his Tech Priests and their servitors convert every Chimera in the army to be able to take an amphibious role. He boarded almost his entire infantry in the hundreds of new

army by complete surprise, catching them in a cross fire between the river banks and the bridge. The tank regiments crashed through the blockade and the renegades were completely slaughtered.

Within months, the planet was cleansed of the Chaos incursion. The ingenuity of General Strong is still talked of in all the Baine Regiments and his Pegasus A.A.V. still exists as part of the support divisions in many Imperial Guard armies.

Amphibious assault!

Tracked vehicles in Warhammer 40,000 are normally restricted to not being able to cross deep water, but as the Pegasus is fully amphibious it can cross wide rivers, lakes or even make landings on coast lines



amphibious craft -the Pegasus- and one night the assault began.

A decoy force attacked the bridge, every trooper a volunteer as it was quite certain they would all die. They were supported by the heavy tank regiments of the 3rd to 6th Baine. The fight for the bridge began. At zero two hundred hours, the Pegasus landed unnoticed and the Infantry regiments unloaded. They took the Chaos



from other amphibious craft. Floats on the sides of the Pegasus help to give the already light hull some buoyancy while crossing deep water, it practically floats just under the surface of the water with only the turret and lasgun ports showing.

These floats also help the tracks not get stuck in the mud and silt on the surface of the river bed by making the A.A.V. lighter when it fords rivers or shallow lakes. Through deep water, the Pegasus moves at half of its normal movement allowance, and can leave or enter the water at any speed. The front doors on the A.A.V. mean that when surfacing onto the bank of a river or a beach head, it does not need to surface completely before the troops it is carrying can disembark making the Pegasus very durable in many different situations.

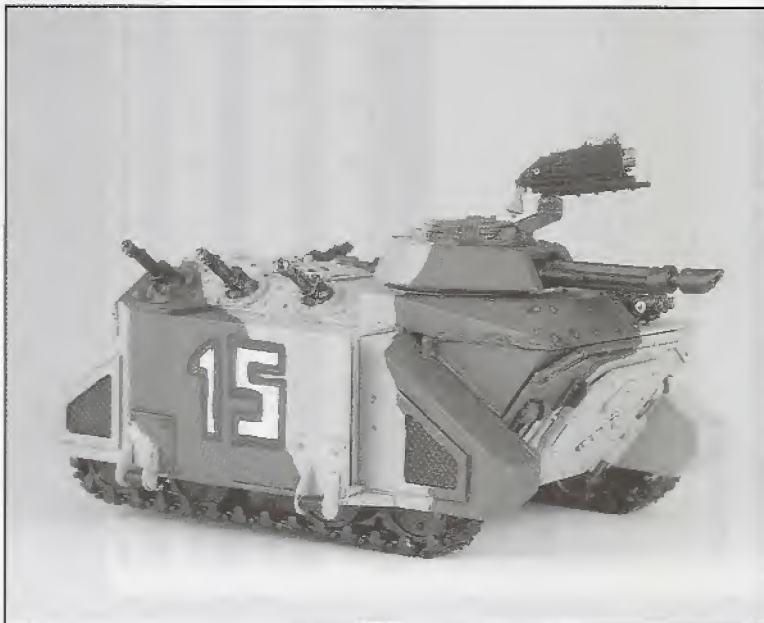
However the Pegasus A.A.V. is not just amphibious. It can be used on all kinds of terrain. As the Pegasus is cheaper and faster than a normal Chimera, it can be more useful in certain situations where the Chimera just does not have the speed. In an assault, the Pegasus A.A.V. can speed up and disembark



its troops faster than any other Imperial Guard APC. Its front doors can also unload troops so far forward it saves a whole turn's movement for the infantry.

Of course, the Pegasus has its disadvantages. It needs to be a reasonably light vehicle so that it doesn't sink in the water, so its armour is lighter than most other vehicles of its type. Usually the Pegasus can only take a couple of hits before it is taken out, but then as all you tank lovers know that it doesn't really take much to destroy any vehicle in Warhammer 40,000 and that its tactics that you need to deploy them right!

When the Pegasus is in the water, it is counted to all attacks as being in soft cover.



and the underside of the track housing. Do this on the other end of the long track unit, and then do the same to the other track unit.

Next, glue on the inside panel to the track housing piece in the same way as you would with a normal Rhino.

Turret

You make this the same way as you do with the Chimera. I had the hatch closed, but you could always have it open with a crew member sticking out.

Doors

You make these up the same way as you do for the Chimera using the pieces E1,2,3 and D4,5.

Hull

First of all you fix the lasguns as you would a normal Chimera (ie. glue the lasgun plate-D3-under the lasguns once you have put them in their holes in the Chimera upper hull part), and then the hatch doors. This now lets you do the rest of the hull with out having to worry about this bits later when it would get very fiddly. Cut out a piece of plasticard or card the same width as the Chimera upper hull part and about 4cm long. Glue this under the front of the upper hull part so that the jagged front is lost.

Glue the track housing units to the Chimera upper hull parts' sides so that the top of the track housing is at the bottom of the sloped sides where the lasgun ports are. You may need to put one of the rear doors in place at the back of the hull just to keep it in place better, but make sure that it does not get stuck there because you may want to be able to open the doors up like I do.

Glue on one of the rear door hinge sections to the track housing units so that it fits to the rear door you have already put into position. Cut a piece of plasticard or card at the same width as the rear door panel (E1) by 4cm, and glue it so that it fit in between the two track units and one of the ends is glued to the top of the rear door hinge panel. Make sure this piece is flat and parallel to the bottom of the track housing unit. Place a second hinge panel under the piece of plasticard and position the second rear door (I shall call it the front door from now on -because that's what it is!) so that it fits between the hinge panel and the front of the Chimera upper hull part. Make sure the hinge panel is parallel to the bottom of the track housing. Then glue the hinge panel in this position. Cut out a couple of pieces of plasticard or card so that it fills the gap between the front door, the track housing and the upper hull. Cut some smaller pieces of card in a triangular shape so that they fill the small gaps to the top corners between the front door and the upper hull.

Floats

For the floats I used a couple of Chimera rear door hinge panels, but if you aren't willing to buy the extra sprues just for one piece then you can just use a piece of plasticard or card and you can use your own imagination to make up the hinges. Because remember, these floats are supposed to be able to come down in the game so you can get troops out the sides. For the actual hinge I used a 'T' shaped piece of round sprue cut so that it can fit in the brackets and under the

IMPERIAL PEGASUS A.A.V.

VEHICLE DATA

CREW:
1 IMPERIAL GUARD DRIVER
1 IMPERIAL GUARD GUNNER
RAM VALUE:
STRENGTH 6
D6 DAMAGE
-3 SAVE

MOVEMENT:

SLOW SPEED: 8"
COMBAT SPEED: 18"
FAST SPEED: 25"
TYPE: TRACKED AMPHIBIOUS-Crosses deep water at half movement.



WEAPONS

One turret mounted Multilaser with a 360° field of fire. One storm bolter with a 360° field of fire. The storm bolter may be fired by either the turret gunner or any transported model. Three lasguns mounted in firing ports down both sides of the tank with 180° field of fire to the appropriate side. The lasguns may only be fired by transported models. All weapons are fitted with targeters. The Pegasus may be fitted with a set of auto-launchers carrying frag or blind grenades (+5 points), or frag defender rounds (+10 points).

TRANSPORT:

1 Imperial Guard squad.

WEAPON DATA

WEAPONS	RANGE SHORT LONG	TO HIT SHORT LONG	STR.	DAM.	SAVE MOD.	ARMOUR SPECIAL
Multilaser	0-20 20-60	+1 -	6	D4	-1	D6+D4+5 Sustained fire 3D
Lasgun	0-12 12-24	+1 -	3	1	-1	D6+3
Storm-bolter	0-20 20-60	- -	4	1	-1	D6+6 Sustained fire 2D
Auto-launcher	6	-	As Grenade Type	-	-	-
Frag grenade	-	-	3	1	-1	D6+4 2" Blast Marker
Blind Grenade	-	-	-	-	-	2" Blast Marker
Frag Defender	All models in base-to-base contact with vehicle take a S4 hit with -1 save mod.					

POINTS COST: 100 points

D6	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1-2	Track*	15	15
3-5	Hull	16	16
6	Turret	20	20

*The track nearest to the attacker is hit

Track Damage Table

- D6**
- The track is damaged but keeps running. The Pegasus may only move at Slow speed for the rest of the game.
 - 2-5 The track is blown off. The Pegasus moves out of control next turn then comes to a permanent halt.
 - 6 A track is blown off and the resulting damage smashes the vehicle's drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a d6 for each model on board. They are killed in the crash on the D6 score of 4, 5 or 6. Surviving models may dismount using the normal rules.

Hull Damage Table

- D6**
- The driver is killed. Unless his position is taken over the Pegasus will move out of control for the rest of the game.
 - 2-3 A large explosion tears through the crew compartment. Roll a D6 for each model on board the Pegasus. On a roll of 4, 5 or 6 they are hit and killed.
 - 4 The Pegasus' engine explodes, killing all the models on board. The Pegasus is spun round to face in a random direction by a force of the explosion, and then comes to a permanent halt.
 - 5 A spark ignites the Pegasus' fuel tanks and it bursts into flames, killing all the models on board. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly if hit by a easy flamer.
 - 6 The Pegasus' ammunition explodes. The Pegasus is destroyed, all the models on board are killed and any model within 3" of the centre of the tank suffer D6 strength 10 hits with -3 saving throw modifier.

Turret Damage Table

- D6**
- The multi-laser is damaged and may only be used if you first roll a 4 or more on a D6, rolled each turn.
 - The turret is jammed and may no longer rotate. The multi-laser may only fire in a straight line at targets that are directly in front of it.
 - The multi-laser is destroyed and may not be used for the rest of the battle.
 - The multi-laser is hit and destroyed as above, but the explosion causes a flash -back to the hull bypassing any armour and causing a secondary explosion there. Roll on the hull damage table to find out what effect this second explosion has.
 - 5-6 The ammunition stored in the turret explodes and the Pegasus is destroyed. All the models on board are killed and the turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where the turret lands takes D6 strength 9 hits with a -6 saving throw modifier.

JOURNAL

GAMES LEAGUE

Yes folks it is the last ever games league. We have decided to close the league because, well we would rather have the space for other things to be quite honest. After over 130 entries to the league we publish the top 20 positions in the league right here on this page. If you are a big fan of this league then do not despair. If we get enough moans about this sore subject it will return in a few issues time. But without further ado, the final league standings are:

Congratulations to the following 20 people, your names are in the Journal. If you know any of these people you might want to drop by their houses, they may need counselling about being famous or something. "GET ON WITH IT"! Alright I'm getting on with it. (Cough).

Here are the final standings in the 1995 Citadel Journal Games League.

Player	Games Played	Points Accrued	Points Average	League Score
1 Paul Bentley	33	99	3	3.0
=1 Craig Tongue	10	30	3	3.0
3 Mark Gilchrist	33	97	2.9	2.9
4 Thomas Delbosc	10	27	2.7	2.7
5 Dick Van Peer	8	22	2.2	2.2
6 John Officer	8	21	2.3	2.1
7 Graeme Stevenson	6	18	3	1.8
8 Shane Eritlesen	8	17	2	1.7
9 Adrian Cromwell	6	16	2.7	1.6
=9 Craig Smith	7	16	2.4	1.6
11 Bob Laws	5	15	3	1.5
=11 Paul Hurley	5	15	3	1.5
=11 Phillip Tasur	7	15	2.1	1.5
14 Geordie Moss	5	14	2.8	1.4
=14 B Phillipson	5	14	2.8	1.4
=14 Peter McCourt	5	13	2.6	1.4
17 Ian Maguire	5	13	2.6	1.3
18 David McEligott	4	12	3	1.2
=18 Peter Wisdom	4	12	3	1.2
=18 Alaister Christie	5	12	2.4	1.2



Because the games league is over we do not need any more of your games report forms. So Please stop sending them. We have thousands of them here in the bunker which are even now being used to plug the holes between the sandbags and armaplas holding the bunker up. As a final say on the league we think it was a very big success so we would like to say thank you to Ian and Gavin who got the league running in the first place and a big thank you to all 130 of you who took part.

THANK YOU



ROGUE TRADERS

By Gavin Tyler

The Warhammer 40,000 universe is so vast that not all planets fall within any empire, either human or alien. From these unknown planets, or worlds lost millennia ago in the Age of Strife, there are many secret treasures to be found. It is the job of the Rogue Trader to discover these new territories that could save the Imperium in this age of war.

The Rogue Trader

Even though the Imperium is a vast, scattered realm, extending over almost the entire galaxy, the number of worlds it controls is small compared to the galaxy as a whole. Many colonies were lost during the Age of Strife, where long centuries of war split the Earth from its empire. Most of the galaxy remains unexplored, unknown and dangerous. But it is now the Age of the Imperium of Mankind and it is time to re discover these lost worlds to gain the secrets of the treasures that can be found, and new colonies waiting to be uncovered can support the Imperium in its war for survival.



This need for discovery has lead to the Adeptus Mechanicus inducting highly experienced individuals who can work well in the isolation of space where even the Astromonican does not reach. They are free-ranging Imperial agents called Rogue Traders who are free to explore the galaxy.

Rogue traders are individuals who have reached a position of power within the imperial hierarchy. They come from the ranks of the Adeptus Terra, the Inquisition, Guard or fleet - a few are influential civilians, amongst whom the navigator families are the most famous. Rogue Traders have a reputation as outcasts, politics obliging this course for people whom the priesthood deems better kept at a safe distance ; influential Navigators, liberal-minded Inquisitors and unorthodox Imperial commanders and so on. While free of direct Imperial command the Rogue Trader is also conveniently out of the

way, beyond the centre of real power.

When deep in the undiscovered expanse of space Rogue Traders have no back up and support from Imperial armies. However when they are working within the confines of the Imperium discovering the myriads of lost worlds, it is often necessary to combine their forces with those of the normal Imperial army when a hostile native force is confronted. A typical Rogue Trader force is small, made up of hand picked men and women, in an elite scouting/expeditionary force

ARMY SELECTION

Characters	50%	Up to half of the points value of the army may be chosen from the characters section of the army list.
Squads	25%	At least quarter of your points must be chosen from the squads section of the army list. You may spend more if you wish.
Support	50%	Up to half of the points value of the army may be chosen from the support section of the army list.

Rogue Trader 74 points

M WS BS S T W I A Ld

Rogue Trader 4 7 7 4 4 3 6 3 9

The Rogue trader is armed with a laspistol and flak armour. He may have any combination of additional equipment allowed in the Rogue Trader Wargear list (see the Wargear list for points values).

SPECIAL RULES

Characters. All Rogue traders are independent characters free to move and fight as individuals, or to join units and lead them as described in the warhammer 40,000 Rule book.

Commander. A Rogue Trader may command your army

instead of the normal commander for the army. He has a strategy rating of 2

Wargear. The Rogue Trader may have up to three of any races' wargear cards These may be chosen from any race, ie. Eldar only specific cards. However they may not have any of the special Wargear cards only available to specific personalities for example, Maugan Ra's Maugetar or an Assassins polymorphine. The Rogue Trader may buy any equipment from the Rogue Trader wargear list.

Tech -Priest Engineer 30 points
Armed with power axe, laspistol and power armour (3+save). The Tech-Priest engineer may have up to three Wargear cards, and any combination of additional equipment allowed by the Rogue Trader Wargear list (see the Wargear list for points values).

	M	WS	BS	S	T	W	I	A	Ld
Tech Priest									
Engineer	4	4	4	3	3	1	4	1	8

Adeptus Astra Telepathica Prime Psyker

Adeptus Psyker: 35 points

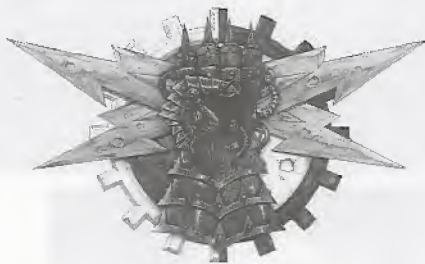
Psyker Champion: 60 points

Master Psyker: 110 points

Psyker Lord: 155 points

The Adeptus Psyker is armed with a laspistol and flak armour (6+ save). He may have up to one Wargear card, and any combination of additional equipment allowed by the Rogue Trader Wargear list (see the Wargear list for points values).

	M	WS	BS	S	T	W	I	A	Ld
Adeptus Psyker	4	3	3	3	4	1	4	1	7
Psyker Champion	4	4	4	4	4	2	4	1	7
Master Psyker	4	5	5	4	4	3	5	2	7
Psyker Lord	4	6	6	4	4	4	6	3	8



Preacher 23 pints
Armed with laspistol and Rosarius (containing conversion field 4+ unmodified save). A Preacher may have up to one Wargear card, and any combination of additional wargear allowed by the Rogue Trader Wargear list (see wargear list for points values).

	M	WS	BS	S	T	W	I	A	Ld
Preacher	4	4	4	3	3	1	4	2	9

SQUADS

0-1 Rogue Scouts 8 pts per model
A Rogue Scout squad is made up of 5-10 models.

	M	WS	BS	S	T	W	I	A	Ld
Scout	4	3	3	3	3	1	3	1	7

The Rogue scouts are armed with a laspistol. They may have any combination of additional equipment allowed by the Rogue Trader Wargear list (see the wargear list for points values).

SPECIAL Rogue scouts can infiltrate as in the Warhammer 40,000 Rule book.

0-1 Rogue Bodyguard Squad 6 pts per model

A Rogue Body Guard squad is made up of 5-10 models.

	M	WS	BS	S	T	W	I	A	Ld
Bodyguard	4	3	3	3	3	1	3	1	7

The Rogue Trader Bodyguard are armed with laspistols. They may have any combination of additional armour, assault weapons, grenades and/or basic weapons and one special weapon from the Rogue Trader wargear list (see the Wargear list for points values).

Imperial Guard

See Imperial Guard army list for Characters and squads.

Space Marines

See Space marine Army list for Characters and squads.

SUPPORT

Agents

You can pick any agents from the Imperial Agents list for your support quota of your army.

Support weapons 7 pts per model

	M	WS	BS	S	T	W	I	A	Ld
Servitor	4	3	4	3	4	1	4	1	7

May choose any of the support weapons from the Wargear list.

Vehicles

You may choose any vehicles from the Wargear list. They have a servitor crew.



WARGEAR LIST

The following charts list additional wargear that may be carried by Rogue Trader Troops. Any limitations as to availability are indicated on the charts themselves.

ARMOUR

Cost

Any of the troops indicated in the lists may carry any one of the following armour types.

Flak	1
Mesh	3
Carapace	7

ASSAULT WEAPONS

Cost

Assault weapons may be carried by any model as indicated in the lists and each model may carry an unlimited number.

Chainsword	2
Power Axe	7
Power Maul	6
Power Sword	6
Bolt pistol	2
Hand Flamer	7
Plasma Pistol	5
Shuriken Pistol	6



SPECIAL WEAPONS

Cost

Special weapons may be carried by models indicated in the lists. A model may only carry a single special weapon.

Flamer	9
Meltagun	8
Plasma gun	8
Grenade launcher, frag and crack grenade	1
Shuriken catapult	10

BASIC WEAPONS

Cost

Basic weapons may be carried by models indicated in the lists. A model may only carry a single basic weapon.

Autogun	1
Boltgun	3
Lasgun	1
Needle sniper rifle	10

GRENADES

Cost

The following grenades may be carried by any of the Rogue troops in the lists. A model may carry any number of these grenade types. A model carrying one or more of the following grenade types is assumed to have sufficient individual grenades to last for the duration of the battle.

Blind grenades	2
Frag grenades	2
Krak grenades	3
Melta bombs	5
Plasma grenades	3
Photon flash	2

SUPPORT WEAPONS

Cost

One item per crew, may not be chosen for character models.

Mole Mortar	40
Multilaser	45
Rapier Laser Destroyer	45
Tarantula	20+weapon type
Thudd Gun	30

VEHICLES

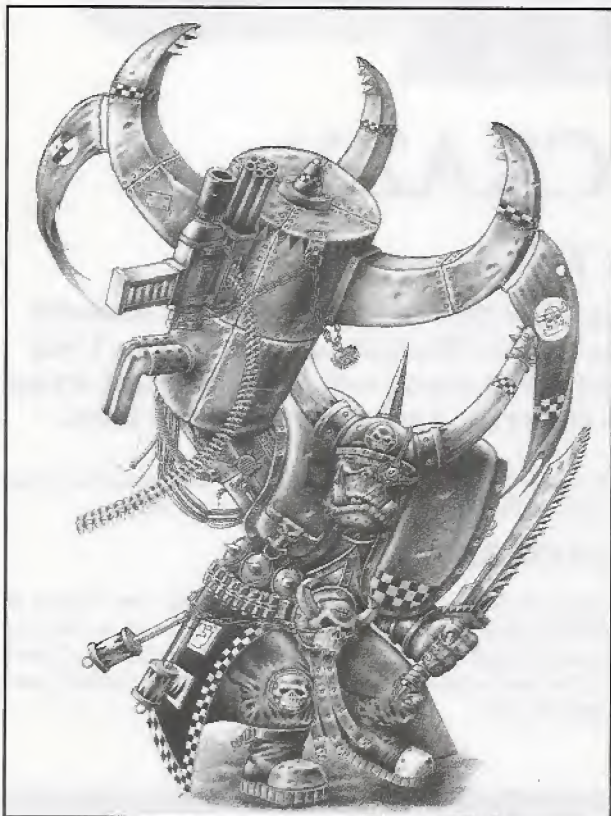
Cost

Land Raider	See Datafax
Land Speeder	See Datafax
Leman Russ battle tank	See Datafax
Predator	See Datafax
Rhino	See Datafax
Sentinel	See Datafax
Chimera	See Datafax
Demolisher	See Datafax



LIBER ILLUMINATAI

This issue's featured amateur artist is John Wigley from Leamington Spa in Warwickshire.



John Blanche has viewed John's work and was very impressed as we were in the bunker here.

John Wigley's drawings perfectly depict (From top left in a clockwise direction), an Ork with major bionic bits, a Wood Elf Wardancer and Blood Angels in battle.

If you are a budding artist and want something of yours to go in the Journal then send us a copy of your work. If you include a SSAE we will send your drawings (or scrawls) back to you and any we think are worthy will go on this page here. So come on get your pencils out.!





CRATER CRAZY

By Gavin Tyler

I've always had this thing with craters, ever since I got the Compendium, those centuries ago, where it had rules for them. When I got the current Warhammer 40,000 game I was shocked to find that there was no mention of craters. And since I took absolutely ages trying to construct these stunningly beautiful pieces of terrain, I just had to reinstate them.

BOMBARDMENT

In my varied experience of playing Warhammer 40,000 I have often had a problem with the way the terrain has been set up, usually right in the middle of the battle. This problem being that I need to cross a road or any other clear area where there is no cover at all and my troops end up in a whole lot of trouble. To solve this predicament I've started to blow up this death zone with no cover to something that is a close resemblance of Swiss cheese. But before you start thinking that I get peckish during the middle of a battle and only have the table to eat, then you're wrong. I'm just creating cover made up of craters!

"And how do you make the craters Gavin?"

Well this is probably easier than you think. All you have to do is shoot at the ground with a BIG gun. Well O.K., not quite all you do. To make a crater you first need a heavy weapon with an area effect. You can't use something like an Auto-canon because it doesn't have any explosive force which a gun with an area effect has. However, a Multi-melta is probably the best example of a heavy weapon big enough to do the job, as it just melts the ground and produces a nice, if not warm, hole in the ground. Next, you choose where you are going to put your crater, and using the targeting the ground rules, shoot.

Depending on the type of terrain you are trying to put the crater on, you have to make a strength vs. toughness roll. Use the following table to determine the toughness of a piece of terrain:

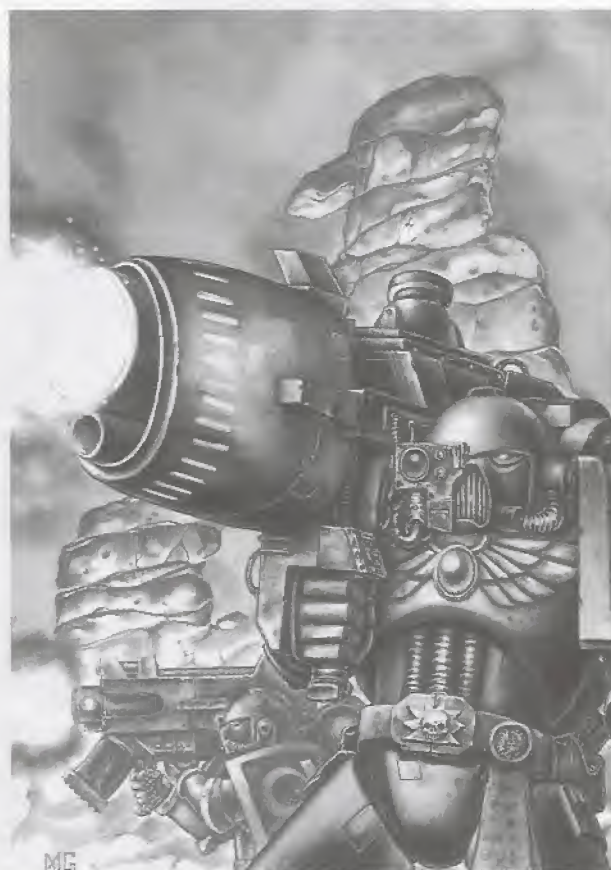
Terrain Type	Toughness
Sand	2
Grass Turf, Woodland floor	3
Concrete	6
Rock	8

Once you have fired one crater it may be enough cover for you to use, but if you need more then you can make them in the same way to produce a path way of craters to cover your advance of troops.

The size of the crater is determined by the area effect of the weapon. The area effect is equal to the crater width.

CRATERS AND COVER

The area covered by a crater, including the rim, counts as difficult ground for vehicles and when crossing it. The rim counts as hard cover for models *within* the crater itself. Craters can be used to put your troops in hiding, and the normal rules apply for this.



“What about the model, how do you make that?”

Again this is easy. You could either use the old school idea of making them out of paper mache which takes absolutely ages, or you could use my simple and effective method.

Somehow get some round foil cups and/or trays for processed pies. Apple pies, mince pies and jam tarts are always packed in them. Also you can make larger craters with the larger pie trays. Squash the tray so that the bottom of the tray is level with the rim and pinch the crinkled sides of the trays so that they stick up. This produces a nice rimmed crater centre. Then point, flock, sand this as much as you want, mount the crater on a piece of card and Da-Daa, you have a nice little crater.



You can find the metal pie trays almost anywhere.



This process has lots of good points.



Prepare the metal tray by pushing down the inside hollow.

Glue the metal tray to a base, undercoat and paint.



The finished crater. It has been flocked, but sand or textured paint will work too.





ENCHANTED SCENERY

By Aleksander Pluskowski

Every corner of the Old World has landmarks renowned in local folklore. In old and decrepit parts of the Old World long forgotten places of great magical importance lie undetected to the peasants who live there. Stone Circles which bring magical tides into the world go unnoticed and treated as holy places. Graveyards and barrows filled with dead are used for the traditional purposes. That is until war comes to town. When armies fight great battles and the blood of war lies on the land, magical powers flicker across the skies. Sparked by this power the magical sites come to life and then sorcerers, Necromancers and other magic users can harness the magic to their own ends.

Enchanted Scenery adds another dimension to the magic system in Warhammer. Some scenery can give a magic user more power while others create pockets of non-magic where enchanted powers cannot be used at all. All of the scenery makes a game even more fun and exciting then usual and can be used as much or as little as you like.

SETTING UP ENCHANTED SCENERY

Firstly you and your opponent should decide weather or not you want to use Enchanted Scenery in the game or not. Next set up the scenery as you usually would as stated in the Warhammer rulebook. If you are using Enchanted Scenery then roll a D6 and consult the following table to discover how many pieces of magical importance lie within the area of the battlefield.

D6 Roll	No. of Enchanted Scenery pieces
1-4:	1 piece
5:	2 pieces
6:	3 pieces

After you have determined how many pieces of Enchanted Scenery you have the choice of either:

1) replace existing scenery with enchanted scenery, choose which piece of scenery will be replaced randomly.

or: 2) add the enchanted scenery onto the table along with all the existing scenery in the normal way.

The next step is to roll a D6 for each piece of Enchanted Scenery to discover which magical sites are in the area. To use the scenery you must have something at least vaguely similar on the tabletop to represent it. So long as both players agree to the scenery piece then it is placed on the table as described above. Enchanted Scenery may be repeated if you roll the same piece twice and provided you have a suitable model to represent it.



ENCHANTED SCENERY TABLE

D6 Roll	ENCHANTED SCENERY
1	Stone circle
2	Enchanted glade
3	Haunted graveyard, Barrow or Tumulus
4	Temple Ruins
5	Magical Pool or Bog
6	Bewitched Cottage or Hut

THE STONE CIRCLE

Stone circles are widely recognised by the colleges of magic as sources of natural power where the link between the warp and the old world is thin. Most wizards rarely use such a resource and only the Jade college frequents stone circles. The design imitates the symbolism of the great wheel of magic as the circle draws the winds of magic to its hub.

Most of the stone circles in the old world have either been destroyed by the elements, by warfare, by astral battles or have decayed due to neglect and are overgrown with vines. The most ancient stone circles can be found within forests, as they were constructed originally on a plain and through the centuries, trees and shrubs have grown around the circle to make a hidden circle away from prying eyes.

In the midst of a battle, a magic user draws upon more power from the circle to cast spells. However there is a risk involved.

A Wizard, Necromancer, Warlock, Mage, Grey Seer, Sorcerer or Shaman may draw power from the stone circle. Vampires and Liches may not due to their strange casting abilities. Power may be drawn when the caster is within 2" of the stone circle. In the magic phase the caster automatically receives D3 extra magic cards if he is within 2" of the circle.

As he does this you must roll a D6, add his mastery level to this roll and then take away the amount of power taken this turn. If the number is equal to or

MAGIC CIRCLE TABLE

1-2	The wizard suffers an overload and takes a wound
3-4	The wizard suffers a wound and is teleported 4D6" in a random direction from the stone circle. If this is off the table edge the wizard may return in a subsequent movement phase to the table edge.
5-6	The wizard is sucked into the warp and is lost forever; a drain magic immediately occurs.

above 5 the caster has succeeded and he takes the appropriate number of cards. If the number is 4 or below roll a D6 on the above table:

Jade wizards may deduct -1 from the dice roll on the above table. Stone circles are powerful but risky sites. Power familiars that come into 2" of a stone circle receive 1 power automatically if they are able to carry it.

THE ENCHANTED GLADE

There are many untold tales of illusionary glades inhabited by will'o' wisps who draw the unwary traveller into their snare. Of glades which were portals into the secret kingdom of the fairies, or the hidden forest cities of the Wood Elves.

Enchanted glades tend to favour races of Elfish, Human or Halfling origin. A

ENCHANTED SCENERY



STONE CIRCLES ARE VERY EASY TO MODEL:

Use a piece of hardboard or a hill as a base, choosing a size appropriate for the circle. This can vary between 7x7" to 20x20".

Design the circle on some rough paper beforehand. The circle should consist of at least 8 blocks. These can be sculpted from polystyrene. Top stones can be placed on top of 2 menhir. The menhir should be painted in a series of grey layers, and small shrubbery can be added. The centre of the ring can left empty or a small stone altar or fallen menhir can be made. The ground can be flocked or covered in sand which is then painted as with miniature bases.



ENCHANTED SCENERY



GRAVEYARDS ARE EASY TO MODEL;

Simply use the tombstones from arcane architecture and arrange them in some order surrounded by a hedge. For barrows; use a hill and cover it with the peaks of gravestone's or menhir, or even large mounds. It is here that imagination and a little research comes into play. Viking, saxon and Celtic burial grounds are ideal for Warhammer.

glade denotes a clearing in a forest but in this case one can apply the same rules to a forest (a clearing can be made by grouping several forest sections into a circle or oblong leaving a large space in the centre).

Any Elf, Human or Halfling character who enters a glade may cure any wounds lost on the roll of 5 or 6. On the roll of a 1 the character does not gain a wound but loses one, such is the random magic of sprites. All Elf, Human or Halfling units gain +1 to hit and wound if fighting close combat in the glade.

However, spells cast at the glade or spells that come within 3" of the glade or the surrounding forest are affected in the same way as a spellshield: they are reflected in a random direction unless a hit is rolled on the scatter die.

Undead creatures and demons that enter glades which are under powerful fey enchantment are attacked by the magic traps.

Any undead or daemonic creature that enters within 3" of a glade suffer 1 wound on the roll of 5 or 6. This effect happens every magic phase.

The traps and wardings of a glade can be removed with a spell scroll. Units within the glade cannot be seen by anyone outside the surrounding forest but flyers and stone throwers can still attack them.

THE HAUNTED GRAVEYARD

This piece of scenery is already available in Warhammer but has no special powers associated with it. A graveyard would usually be hard to find on a battlefield, unless the area was a small village or the outskirts of a town.

The norm for a battlefield would be a barrow or tumulus. The use of such a site to a Necromancer is self explanatory, but the rule for the graveyard does not portray the likelihood of more dead being raised than on the battlefield itself. As with all dark sorcery there is a risk..

If a spell is cast that raises skeletons or zombies, an extra D6 are raised per dice roll. Eg. raise the dead would be 2D6 skeletons. The caster must be within the boundaries of the graveyard for this to take effect.

It is the tradition in the cult of Sigmar that the first buried in any graveyard becomes the defender of that burial site to protect those who lie at rest from the likes of Necromancers. Every time a Raise Dead spell is cast within 2" of the graveyard or in it a Wight appears and charges the caster as he would with Vanhels Dance Macabre.

The fear test is taken and the combat is worked out the following phase. The Wight has a Wight blade and so can be a threat to even the most powerful Necromancers and Liches.



After the Wight has attacked he will disappear and come back next time a Raise Dead spell is cast unless the Necromancer kills the Wight in which case he will not return at all. If and when the Wight returns he will be back to full Wounds.

TEMPLE RUINS

There are thousands of temple ruins throughout the old world, many of them the sites of battle from the past. The nature of the temple does not alter the rules, the player may wish his temple to be dedicated to Sigmar or Morr or a chaos god or even Nagash.

Temples play an essentially neutral role on the battle field. The capture of a temple is a perfectly reasonable and sometimes very challenging objective; Temples affect both magic and combat, due to the leftovers of any divine (or non-divine) energies remaining there.

The following rules in the table opposite apply to using the Temple Ruins in your Warhammer games.

The temple walls count as hard cover and the rubble as soft cover depending on its intensity. Other special rules covering the actual contents of your Temple Ruins are entirely up to you. You may for example have an altar which adds power to Necromancers or a Tomb which contains a Tomb Guardian to attack the Necromancer instead of the Wight. It is up to you.

TEMPLE RUINS SPECIAL RULES

A caster inside a temple gains +1 to all dispels.

A caster may add +1 to the result of a mental duel or destroy spell if in the temple.

Any unit within 5" of the temple may reroll a failed break test, and standing and firing is not at -1.

However a caster within a temple may not use total power or drain magic. The energies are simply far too great and he would surely not survive.

THE MAGICAL POOL

Magical pools or bogs are strange phenomena found both in dungeons and battlefields. Usually they are bodies of water that have been permeated with magic items dropped in the pool or marsh.

Other pools are inhabited by water fairies or trolls or even daemons and so the pool becomes magical as it adapts to its inhabitants. Such pools frequently change in nature, sometimes they heal at other times they provoke insanity or even death.

Only characters may drink from the pool in the movement phase. This is the only action they may make this turn.



TEMPLE RUINS

Essentially the temple ruins should consist of a wall outline, with a clear space in the centre. Lots of rubble and broken statues, possibly steps, decaying columns, overgrown...The artists out there could have a field day designing such a temple. There is a lot of scope for such a wonderful piece of terrain so really go to town on this one.



ENCHANTED SCENERY



THE MAGIC POOL

A magic pool can be represented on the tabletop as a normal pool would be. Various details can be added such as discoloured water. A River Troll's head peeping out over the surface. Or maybe Daemon faces in the water. The pool in the picture below is just an ordinary pool with some reeds and an island in the middle.

Roll a D6 and consult the Magic Pool table below to discover what the character has discovered in the magic pool..

After the pool has been investigated the character that searched it may not investigate it again. Only one character may search the pool at a time.

MAGIC POOL TABLE

D6	Result
1	<i>The water is putrescent and is filled with rancid corpses. The character has a possibility of catching Nurgle's Rot. Roll a D6, and on a roll of a 6 the victim suffers 1 wound.</i>
2	<i>The water glows an eerie green which seems strangely interesting. Make an Ld test. If this is failed the character becomes subject to stupidity for the rest of the game. If passed, the character regains 1 wound.</i>
3	<i>Nothing happens, the pool is simply plain water.</i>
4	<i>The water bubbles and a pair of large eyes emerge on the surface and stare at the drinker. Make an Initiative test. This is done by rolling 2D6 and if the result is equal to or below the 1 characteristic then it has been passed. If the result is greater then it has been failed. A huge tongue shoots out and drags the character in. He may escape the grip of the the Giant Frog by rolling under his strength on D6 each movement phase, otherwise he suffers 1 wound each time he fails to break free.</i>
5	<i>The water glows a radiant blue. If the character is a spell caster he must roll under his spell level on D6 or will loses one random spell. If he succeeds that caster may draw the first D6 cards of the next magic phase for himself as with Earthblood. If the character is not a spell caster, he must make a Ld test or lose D3 wounds. If he passes he gains +1 to his WS and BS for the next turn only.</i>
6	<i>The water is black in colour and visions of daemons race across the surface. The character may trade in one magic item and will receive in exchange full healing of all stats and he becomes immune to fear and terror for the rest of the game. If the character does not trade an item he must take a panic test, if he flees the water Kelpie in the pool will leap out and pursue 2D6" if it catches the character he is slain. After it has pursued or if the character passes the Panic test the Kelpie sinks back into the murky pool.</i>



THE BEWITCHED COTTAGE

There are countless tales of travellers discovering eerie huts in dark forests, what they find varies from tale to tale. Perhaps a cursed hag or an insane sorcerer, whatever the case such cottages on a battlefield are an uncommon sight indeed. When they do appear, they cause havoc to prying troops or units nearby.

Legends of marzipan houses, cottages constructed out of human bones or huts supported by two giant cockerel legs are rife in the old world.

Before the battle roll a D6 to determine the type of hut. The special rules that go with each hut are in the table below. Each Bewitched cottage has a toughness of 7 and has 4 wounds.

BEWITCHED COTTAGE TABLE

- D6 Type of cottage
- 1-2 The cottage is surrounded by the stench of death, its appearance akin to a charnel house. The surrounding atmosphere is very nauseous to all living creatures. Any living creature within 5" of the hut suffers a -1 to hit both shooting and hand to hand combat. Any charges that pass the 5" deathly aura demand a Ld test from the unit otherwise the charge fails and they will stop within 5" of the hut. If the hut is destroyed by a spell or warmachine then the zone of death dissipates. Undead and daemonic creatures are completely unaffected by any of the above rules.
- 3-4 The cottage appears quite normal, well thatched with an extensive herb garden attached. This hut is the home of a solitary wizard driven insane by his studying. His College of Magic is unknown, and he only uses one spell- lightning bolt (A Celestial spell). Roll a D6 for each unit within 8" of the hut at the start of the Magic Phase. On the roll of 5 or 6 the lightning bolt spell is cast successfully. If a 1 is rolled on the dice a drain magic is immediately played as the sorcerer goes mad with power. Lightning Bolt is unaffected by destroy spell and mental duel but can be dispelled as normal. If the hut is destroyed any units within 10" of the hut suffer a S5 hit from the magical explosion.
- 5-6 An evil hag inhabits this cottage and her concern is not for the local fauna or flora but ingredients for her sorcery which usually consists of most of the internal organs and bones of the combatants. Each magic phase the Witch will cast Amizipals Black Horror. This will travel in a random direction from the hut and may be dispelled as normal, the spell will automatically dispel at the end of the Magic Phase anyway to be recast the following phase. Models killed by the template are deposited in the Witches hut for her own evil use. The hut is unaffected by destroy spell, rebound and mental duel. If the cottage is destroyed then all High magic in play is instantly dispelled.



ENCHANTED SCENERY

The photographs in this article show many good examples of enchanted scenery. The stone circle is one of Owen Branham's latest creations and is just a simple stone circle. The Haunted Graveyard and ruined temple are brilliant pieces that we have had at the studio for some time.

On this page you can see the magic pool and a picture showing examples of other types of enchanted scenery. The barrow on the left could use the haunted graveyard rules and the High Elf Powerstone could give magic users more Power Cards just like the stone circle.

These should be enough to give you good ideas to make your own scenery into enchanted scenery. If you come up with any good pieces send us the rules and we might print them.





VENGEANCE CAVE

A scenario for Ultramarines and Eldar.

By Phil Lowles

Marneus Calgar stood on the brow of the hill and surveyed the valley below. At the far end of the valley, only just visible in the gloom, were the fires of the Eldar. There, he knew, his quarry awaited him with dread. Not many insult the master of the Ultramarines and live long enough to race halfway across the galaxy.

It had been half a year ago when it had happened. A message had arrived on the comm. When the message was patched through to Marneus the Farseer on the screen had a face which ringed with sarcasm. The master of the Ultramarines inquired as to the reason for the call and was answered with a burst of insults and a story of Ultramarines dropping and slaughtering Eldar on the surface of an Eldar held moon.

Lord Macragge had protested the innocence of the Marine chapter in this despicable act against the Eldar, he denied all knowledge of what the Farseer was diverging. But he was angry with grief for his lost comrades and continued to insult the Master of the Ultramarines. The nerve of Marneus finally broke and he swore to track the Eldar who spoke thus to him down and kill him personally.

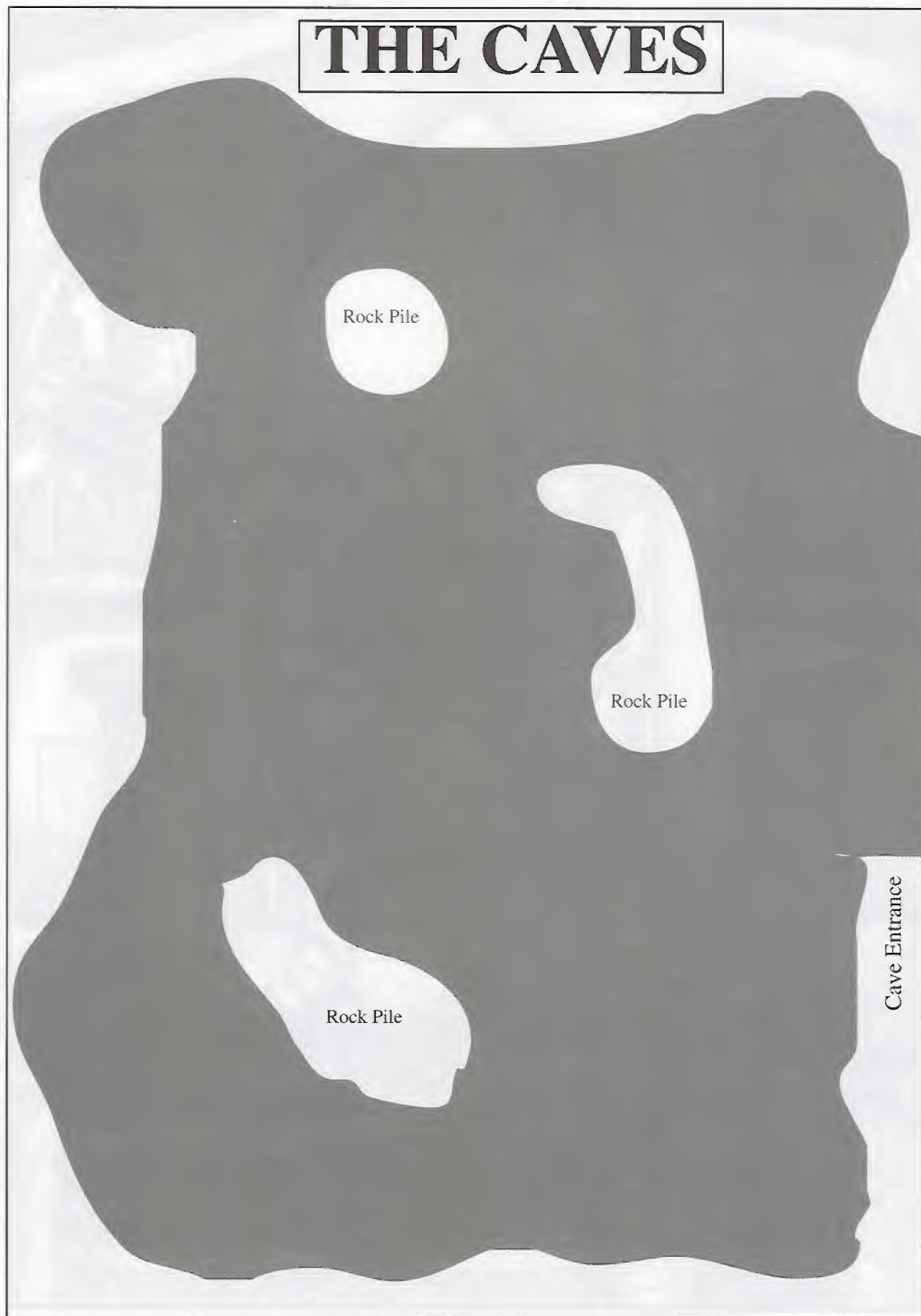


It did not take long to track him down the first time but during the ensuing battle the mysterious Farseer escaped leaving the Eldar following him to their deaths at the hands of the Emperor's finest. They then found a lead on the Imperial world of Thandos IV but when they arrived the Seer was long gone. The chase continued for the next few months and half way across the galaxy to an uninhabited planet near the central spiral and what turned out to be the Eldar base of operations.

That base was subsequently found empty but with the Ultramarines fleet in orbit around the planet the Eldar were soon tracked down and with no way of escape found a suitable place to make a final stand. An old cave at the end of a long valley was the spot chosen by the Eldar. A place with many tactical advantages.

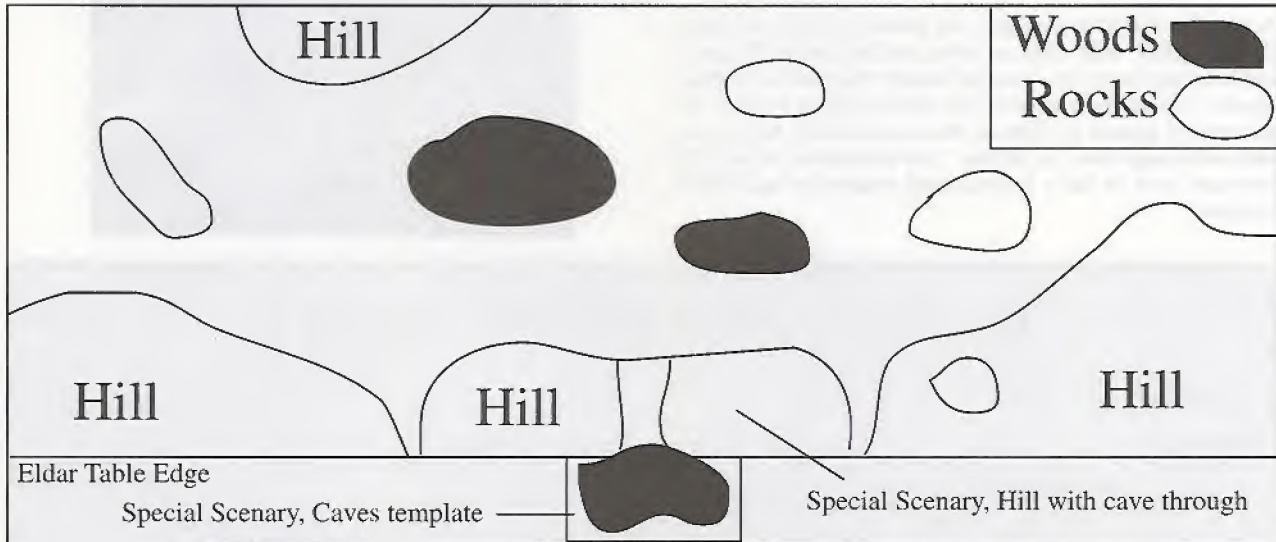
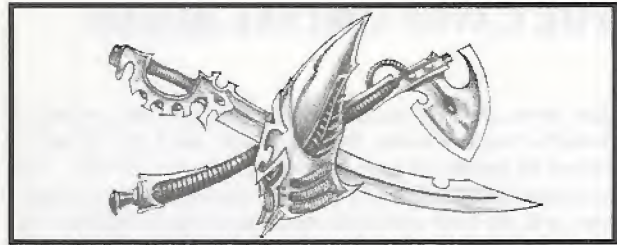
So it was with reluctance that Marneus decided that an attack was the only way of digging them out. Many would die tomorrow he knew, but the honour of the Ultramarines was at stake, and his too.





THE SCENARIO

Vengeance Cave is a scenario for two players. One player is the Ultramarines out for vengeance and the other is the Eldar who would dare insult the master of a Space Marines chapter. The map below shows the valley where the battle will take place and the cave where the Eldar are holed up.



As you can see from the map there is a special piece of terrain which is the caves themselves. This is represented by a floor plan, like the Warhammer Quest floorplans and this is found on the page opposite. Movement is in inches as normal instead of squares like in Warhammer Quest. The cave floorplan is placed just off the table. On the floor plan of the caves there are some rock piles. These are low loose piles of rock which count as hard cover and can be used as firing positions.

The terrain in front of the caves is a special piece of terrain we have here at the studio but you can make something similar really easily. Just pile up some books

or polystyrene, making a small cave in the middle of the pile. Make sure it is sturdy because you don't want it falling over on top of your miniatures. The other terrain is fairly usual terrain which I hope you have, for it is heresy if you don't!

SPECIAL RULES

The Ultramarines objective is to kill the Eldar Farseer who insulted Lord Macragge. But Marneus must be the man to kill him. No other model can shoot at him or attack him in hand to hand combat unless the Eldar charges them first. This represents Lord Macragge saying "That Eldar scum Farseer is MINE!"

Because Lord Macragge must kill the Farseer and the Eldar player is most likely going to place him inside the cave it will take longer to reach him, so increase the number of turns from 4 to 6 turns. If Lord Macragge kills the Eldar Farseer then the Ultramarines have completed their mission and receive 10 Victory Points. If any other Marine kills him then the Marine player gets 5 Victory Points. If Lord Macragge is killed then the Ultramarines may attack for revenge but will only score 5 victory points for killing him.

The Eldar may set up some of their forces in the cave or on the hill above or around the cave. It is the Eldars objective to protect the Eldar Farseer and to eliminate all of the Ultramarines. The Eldar player will receive 5 Victory Points if the Eldar Farseer is still alive at the end of the game. If the Farseer dies then the Eldar have failed in their mission and get no Victory Points and have lost the battle.



VENGEANCE CAVE

THE CAVES SPECIAL RULES

The caves are only accessible through the cave entrance. Vehicles such as tanks, Dreadnoughts and Land Speeders cannot fit inside the cave because the roof is too low. The caves are dark forbidding places and you cannot shoot a model who is in the cave unless the model shooting is in there with him. This also includes charging. You cannot charge until you are inside the cave.

A model is inside the cave when he leaves the table and enters the floor plan. This does not count as him leaving the game and they may leave the cave and reenter the game as normal. Models inside the cave can see those outside as they are silhouetted against the light of the cave entrance and so can shot and charge them as normal. Any movement or shooting between cave or table is measured separately and added together.



ELDAR 2000 POINT ARMY

Characters

Farseer	Power Sword, Seer Runes, Conversion Field, Blind Grenades	212
Warlock Master	Conversion Field, Eldar Spirit Stone, Digital lasers, Power Sword	210
Howling Banshee Exarch	Banshee Mask, Crack Shot, Fighting Fury, Power Axe, Shuriken Pistol, Melta Bombs	97
Dark Reaper Exarch	Dark Reaper Range Finder, Firepike, Fast shot, Crack Shot, Refractor field	126

Squads

Guardian Squad	10 models, 10 Shuriken Catapults, 10 Krak Grenades	170
Dark Reaper Squad	3 models, 3 Melta missiles	216
Howling Banshee Squad	5 models	135
Wraithguard	5 models	175
Striking Scorpion Squad	5 models	130
Dire Avengers Squad	5 models, Melta bombs	134

Support

War Walker	Lascannon, Scatter Laser	150
Distort Cannon	On anti-grav platform with 2 crew	55
Dreadnought	Scatter Laser	190
TOTAL POINTS		2000

ULTRAMARINES 2000 POINT ARMY

Characters

Marneus Calgar	Gauntlets of Ultramar, Displacer Field, Jump Pack	146
Chief Librarian	Terminator Armour + Storm Bolter, Power Sword, Targeter, Aegis Suit, Force Axe	269

Squads

Terminator Squad	Assault Cannon, 2 Chainfists, Power Sword	360
Assault Squad	Jump Packs, Melta Bombs, 2 power fists, 4 power swords, 4 chainswords, 4 plasma pistols, 2 hand flamers.	482
Tactical Squad	Heavy Bolter, Meltagun	323
Scout Squad	No extra equipment	100

Support

Dreadnought	Assault cannon, Power Fist with Storm Bolter	175
Land Speeder	No extra equipment	145
Total Points		2000

SECONDARY MISSIONS

Both forces have a secondary mission of holding the caves at the end of the game. The caves are worth 5 Victory Points to the player who has his models in the cave with no enemy models in there with them. If there are models of both sides in the caves then neither side gains VP's for the secondary mission.

THE FORCES

The forces we are using in this game are 2000 point armies. The army lists are on this page and you may use them if you want to, if you have the models. You will need the special rules from Codex Eldar and Codex Ultramarines in order to use the armies listed here.

If you prefer to fight with your army which has different models or perhaps it is a different army altogether, then you may pick them instead, so long as each army has a commander who wants to kill the other personally and they are of equal points then this is fine. If you choose to use different armies then the Eldar player is not allowed to choose an Avatar but must choose a Farseer. The same goes for Chaos, they must choose a commander not a Daemon. The reason for this rules is so that it is not too difficult a mission to complete.

Until next time, keep on gaming.



BLOOD BOWL®

NEW STAR PLAYERS

BY PHIL LOWLES

"Greetings Blood Bowl fans and welcome to a star studded evening here at the Blood Bowl Players Benefit Ball. All of the big names are here Griff, Morg, Varag and us of course your ever present adventurous, intrepid, been where no Man has been before, news reporters Jim and Bob."

"That's right Jim. This is the Blood Bowl Players Benefit Ball and there is a great line up of events tonight. Firstly the Skavenblight Scramblers accept the Blood Bowl trophy and make a Squeech about their victory last season, then this years rookie star players fresh from the colleges are introduced alongside some old favourites making a return to the game this coming year and finally we have a great big dinner here at the Altdorf Conference Castle."

"Yummy, I can't wait to taste it Bob. So without further ado we shall introduce this years rookie players. Hmm, pass me a chicken wing will you Bob."



Griegor Miessen

Griegor Miessen, not to be confused with the late great Sure-Handed Greigor Miessen of the Riekland Reavers, has been living up to his namesakes ability at the Nuln College of Advanced Mathematics where he has caught 320 passes last year alone. This year sees a big move into the High Finance world of Blood Bowl. Rumour has it that several teams are very interested in him but the Reavers have yet to make comment on the latest star. Perhaps they are not entirely sure

they want another Griegor at the club. Whatever team he eventually signs for. No doubt he will be a big star in years to come.

Roxanna Darknail

They call her the Sleek Fox at Naggaroth Young Ladies Finishing School. She has rushed for 1255 paces this season and scored a massive 46 Touchdowns and more surprisingly has 14 Casualties to her name. Many teams are interested in her and a few even want her to play for them including the Nightmares, the Assassins and the Cowboys. Roxanna looks set to race down the Blood Bowl fields during this years tournaments setting new records in every aspect of the game.

Zorn 'Sabre Tooth' Uzkrag

Zorn is no rookie, but we have included him here because he is one to watch in the coming tournaments. Zorn has played for the Zharr-Naggrund Ziggurats for many years now and is second only to Hthark the Unstoppable in casualties. The land of perpetual smoke is no easy place to live but Zorn has had a real go at it and is now one of the top Chaos Dwarf Blockers in the business. This season he intends to double his casualties and gain world recognition for his talents.



Clearwater Everglade

The new Wood Elf sensation is Thrower Clearwater Everglade. His passing is so precise you would swear magic was involved. At the Loren Forest College he made a bet he could hit a moving bird a hundred paces away with a football and walked away 100 GP richer that day. Many top Wood Elf

teams are bidding for Clearwater's excellent throwing and one day he may be the top Elf Thrower in the world.

Jobo Hairyfoot

The smallest rookie causing a stir this year is Jobo Hairyfoot. As Halflings go he is quite slim and athletic and has been racing past the other Halflings at the Mootland College of Catering since he got there four years ago. Now he is ready for the hardships of professional football. It is reported that he has signed for the Grasshuggers but no official announcement has yet been made, whoever he plays with he could be the best Halfling player ever.

Drumgrim Quickstride

Hold onto yourself. This is a Dwarf Runner and he is fast. Don't laugh, wait until he has run past you and left you for dust then you can laugh if you feel like it. He has set a record at the Barak Varr All Dwarf college for all kinds of running competitions and has scored 26 touchdowns for the Barak Varr College Team. In the upcoming tournaments he may well be lining up for the Giants, Warhammers, Grudgebearers or any of the other major teams who are interested in signing him. Drumgrim has a few things to think about so we will leave him for a month or two so he can choose.

Valen Swift

One of our old favourite players is back after a 12 year absence from the game. Valen swift, brother of Galadrieth Gladiators Lucien Swift, has returned to play for the fallen Elfhiem Eagles who were at a record low last year. Some critics say he is better than he was before, having thrown 94% completions during practice this last month. Rumour is abound that he has rejoined the Blood Bowl circuit because of a bet with his brother but whatever the reasons for his return we could see the Eagles return to the top of the throwing game once again.



Erik Kantona

Erik is undoubtedly one of the most brilliant Blood Bowl players ever. Originating from Bretonnia, Erik has led a long if infamous career. As a rookie, Erik was spotted by the coach of the Bright Crusaders, during the 'Crush' Erik barged passed Ogres, Minotaurs and untold other monsters to get through the door first and into the waiting arms of a Bright Crusaders contract.



Erik soon started to prove himself a gifted player however his personality suffered from one flaw. An extremely short fuse even for a Blood Bowl player. Erik's career with the Bright Crusaders came to an end 2 seasons after joining the team when his arguments with the board of directors over player selection for Cup Finals became physical. Several directors lost teeth and suffered broken noses as Erik practiced his famous 'drop kick' seen so many times on the Blood Bowl field. Unfortunately the Blood Bowl field is where it should have stayed. In the aftermath Erik was sacked from the Bright Crusaders and the directors used their positions of power to ensure that Erik never worked for a Bretonnian team again.

So Erik packed his bags and caught the next stage to the Empire, where many teams were offering lucrative deals and sponsorship, willing to risk the Bretonnian's quick temper in order to have his superlative skills on their Blood Bowl team. Erik spent a season with Leitdorf united, but the team were unwilling to change their tactics to allow Erik to work his magic on the field. Since then Erik took a transfer to superteam Middenham United where he is due to start playing in the next tournament. Officials say that secret deals mean we could see the Drop kick on our fields during the next few tournaments and we can't wait to see the action!

Special rules: Kantona Kick (Penalty Roll 9+)

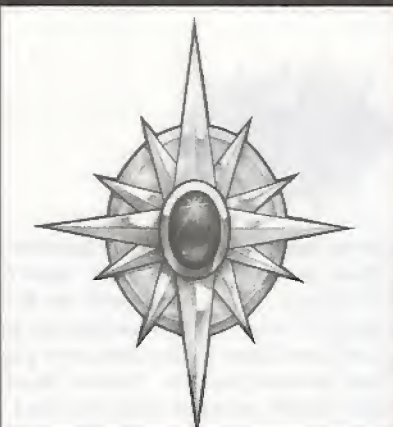
Instead of making a block Erik may make a drop kick against an adjacent opponent. Erik makes a spectacular drop kick striking the player as hard and as high as he can. When Erik does this he counts as having the same ST as the opponent so make a one dice block. On a pushed back result the player just steps back away from the wild attack and Erik falls to the floor and must make an armour roll. On a knocked down result the opponent is knocked down and adds 3 to the armour roll for the kick in the face. On an attacker down result Erik has missed completely and done himself an injury. Make an injury roll for Erik as he clutches himself on the floor.

If Erik is standing adjacent to the edge of the pitch then he may make a Kantona Kick against the crowd. The crowd count as having the same strength as Erik so it is a one dice block. If the result is a Push back then Erik has a quick tussle with some fans before returning to the game, if the result is Defender goes down, then Erik has landed one of his famous drop-kicks on a fan, your opponent's fan-factor is reduced by one permanently. If the result is attacker goes down, then Erik is mobbed by angry fans and is pulled of the field as normal, however, the crowd is so enraged at Erik attacking them that they count as having the Mighty Blow skill.

Every time Erik makes a Kantona Kick he must make a penalty roll to avoid being sent off. Erik does not make a penalty roll after each Touchdown. in this way a Kantona Kick works much more like a foul than a secret weapon. Erik currently holds the record for the most sendings off, at 34 last year it is not likely to be beaten. He just does not know when to quit!

NEW STAR PLAYERS

★ **VALEN SWIFT** ★
PHOENIX WARRIOR



MOVEMENT

6

STRENGTH

3

AGILITY

4

ARMOUR

8

SKILLS

Pass
Sure Hands
Safe Throw
Accurate
Hail Mary Pass

TEAMS

HIGH ELF

SPECIAL

NONE

160,000 GOLD PIECES

★ **DRUMGRIM QUICKSTRIDE** ★
DWARF RUNNER



MOVEMENT

6

STRENGTH

3

AGILITY

3

ARMOUR

8

SKILLS

SureHands
Thick Skull
Sprint
Sure Feet

TEAMS

DWARF

SPECIAL

NONE

140,000 GOLD PIECES

★ **ZORN UZKRAK** ★
CHAOS DWARF



MOVEMENT

4

STRENGTH

4

AGILITY

2

ARMOUR

9

SKILLS

Block
Tackle
Thick Skull
Mighty Blow

TEAMS

CHAOS DWARF

SPECIAL

NONE

140,000 GOLD PIECES

★ **CLEARWATER EVERGLADE** ★
WOOD ELF THROWER



MOVEMENT

7

STRENGTH

3

AGILITY

4

ARMOUR

7

SKILLS

Pass
Sure Hands
Dump Off
Safe Throw

TEAMS

WOOD ELF

SPECIAL

NONE

140,000 GOLD PIECES


**JOBO HAIRYFOOT
HALFLING**


MOVEMENT

6

STRENGTH

2

AGILITY

3

ARMOUR

6**SKILLS**

Right Stuff
Dodge
Stunty
Sprint
Sure feet

TEAMS

HALFLING

SPECIAL

NONE

60,000 GOLD PIECES
**ROXANNA DARKNAIL
WITCH ELF**


MOVEMENT

8

STRENGTH

3

AGILITY

5

ARMOUR

7**SKILLS**

Frenzy
Dodge
Leap
Jump Up
Sprint

TEAMS

DARK ELF

SPECIAL

NONE

160,000 GOLD PIECES
**GRIEGOR MIESSEN
HUMAN CATCHER**


MOVEMENT

8

STRENGTH

2

AGILITY

3

ARMOUR

7**SKILLS**

Catch
Dodge
Sure Feet
Diving Catch
Side Step

TEAMS

HUMAN

SPECIAL

NONE

150,000 GOLD PIECES
**ERIK KANTONA
HUMAN BLITZER**


MOVEMENT

7

STRENGTH

3

AGILITY

4

ARMOUR

8**SKILLS**

Dirty Player
Block
Mighty Blow

TEAMS

HUMAN

SPECIAL

KANTONA KICK

150,000 GOLD PIECES

EPIC SPACE MARINE

GOFFIK ROKKERZ SECOND TOUR DATE - EPIC

By James Funnell

LOUD MUSIC, BIG CROWDS, BIG GUNS AND BIG AMPLIFIERS!! NUFF SAID?

Bang, bang, bang, BANG. "Woahhhh. That's the sample tape finished, now lets get back to work, and your name is.....Nodraz. And your interested in the Epic gig are you.....Hmmmmm very well the gigs yours, here's 20 Teef in advance. If you just park Da Tour Wagon next to the big yellow Gargant.....yes that's right 'Skullgrinder', the fighting should be starting in about an hour, we expect a turnout of about 3000 Orks aaaannnd yes that's right Space Marines. probably about 1500 of them. Very good sir, bye."

Following the recent article on GOFFIK ROKKERZ in Warhammer 40,000 I decided it would be unfair if everyone's favourite little men (sorry Orks) were without some awesome music to listen to. So here they are strait from the keyboard of James Epic Mad Funnell.-LETS ROKK!!

DA MOST SPECIAL RULES

Soon after the ingenious Mekboys had created the Jammer, one particularly intelligent Ork (IQ=60) pointed out that he could not hear the music as loud as he would like to. It was soon afterwards that the Orks realised that this was the case for any Ork who either tried to listen from a building or from about 3000 meters away. Not loud enough at all !!

After this astounding discovery was made the Mekboys set to work building giant amplifiers and Jammer enhancement gear and finally came up with Da TOUR WAGON, A giant tracked platform that contained all the gear that the boyz could ever want.

Da Tour Wagon counts as a super heavy vehicle for movement and pinning. It is allowed any orders but must stay within 10cm of a Ork command unit to receive them.

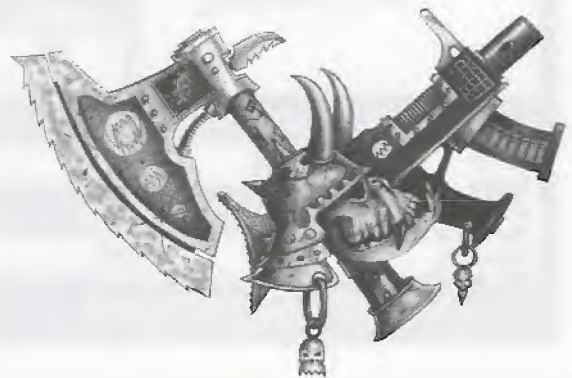
The Tour wagon and anything within 6cm will get an unmodified save of 4+ on a D6 if attacked by a psychic power.

If an Ork Weirdboy is within 6cm of a Tour Wagon he will gain an additional 2D6 power points, however his head will now explode on the roll of a 5+ on a D6 if he attempts to use his powers.

Any Orks within 6cm of the Tour Wagon will pass morale tests automatically and gain a +1 to their CAF in close combat, but due to the disorientation caused by head banging these Orks will suffer a -1 to hit penalty when shooting. Da Tour Wagon is accompanied by a number of Orks, (well quite a lot actually). There are 5 stands of Bouncer Orks that accompany the wagon, they must stay within 5cm of the wagon at all times and the wagon may transport these five stands (no others) if you wish. The bouncers share orders with the wagon and count as Goff boyz.

If the wagon is destroyed all Ork units within 6cm of the wagon must take a morale test, if this is failed the Orks will go in to berserk frenzy and must charge towards the model that destroyed the Tour wagon next turn. If the Bouncer Orks pass their morale test they will stay with the wreck and guard it - they are placed on first fire orders for the rest of the game, if they fail the morale check and charge off then they must move back towards the destroyed tour wagon at charge rate until they are within 6cm of it.

All Tour Wagons are equipped with a variety of big noisy cannon, these are fired by unfortunate Orks and Gretchin who are thrown in to the special ROKK insulated gunning compartments by the big, bossy Bouncer Orks. And they make



good sound effects too !

Da Tour wagon is also equipped with a special Mega Woofer sound blaster, this is a giant speaker with a truly tremendous output. Once per game the Mega Woofer can be overloaded and used as a weapon. Take the Inferno gun template(big tear drop) and place the pointed end so that it touches the Tour wagon, place the rounded end over your target. Any model underneath the template will be hit on the roll of a 4+ on a D6 with a -1 to their saving throw, Titans shields are ignored and Titans will suffer a hit on the head if they are affected. Any unit that contains models which have been hit but not killed can not be given orders next turn as they have been temporarily deafened by the sound blast. This includes Titans as their crew are hooked in to auto systems that allow them to hear the battle. Troops without orders may not move, but may shoot in the advance fire phase.

The Tour Wagon is protected from incoming fire by 1D3 powerfields. If the wagon is hit and it has remaining power fields roll a D6 , on the roll of a 6 the shot passes through the shield and hits the Tour wagon instead.



MOVE	SAVE	CAF	WEAPONS	RANGE	ATTACK DICE	TO HIT	SAVE MODIFIER	NOTES
10cm	1+	+10	Cannon	50cm	3	5+	-1	
	(all round)		Sound Blaster		Flame Template	4+	-1	see notes
			Bolters	10cm	4	6+	0	

SPECIAL CARD

GOFFIK ROKKERZ

Goffik Rokkers may only be taken as a Special Card for a Goff clan, they consist of 1 Goffik Rokker Tour Wagon and Five stands of Bouncer Orks.

The Bouncer Orks count as Goff Boyz.



POINTS VALUE 400



GOFFIK ROKKERZ

The Goffik Rokkerz and their Bouncers form a single unit, which must stay within 10cm of a Ork Command stand to receive orders.

BREAK POINT : The Goffik Rokkers are broken when the Tour Wagon is destroyed. If the Tour Wagon is destroyed then all Ork units within 6cm must take a morale test, if they fail then they must charge towards the enemy model that destroyed the Tour Wagon in their next turn. If the Bouncer Orks pass the Morale test then they will go on to first fire orders for the rest of the game.

MORALE VALUE 4: The bouncer Orks must roll 4 or more on a D6 to pass their morale check.

VICTORY POINTS 4

Your opponent gains 4 VP's when the Tour Wagon is destroyed

Permission to photocopy for personal use only.

MODELLING DA TOUR WAGON

MODELLING THE GOFFIK ROKKERZ TOUR WAGON. YOU WILL NEED....

- 1 Sprue from an Ork Mega Gargant (The one with the hull pieces)
- 3 Gun turrets, the ones from the Lead Ork Battle Wagons work well (or anything else that's handy),
- 5 Stands of Ork Boyz, some Wildboyz, Madboyz and a Warboss.

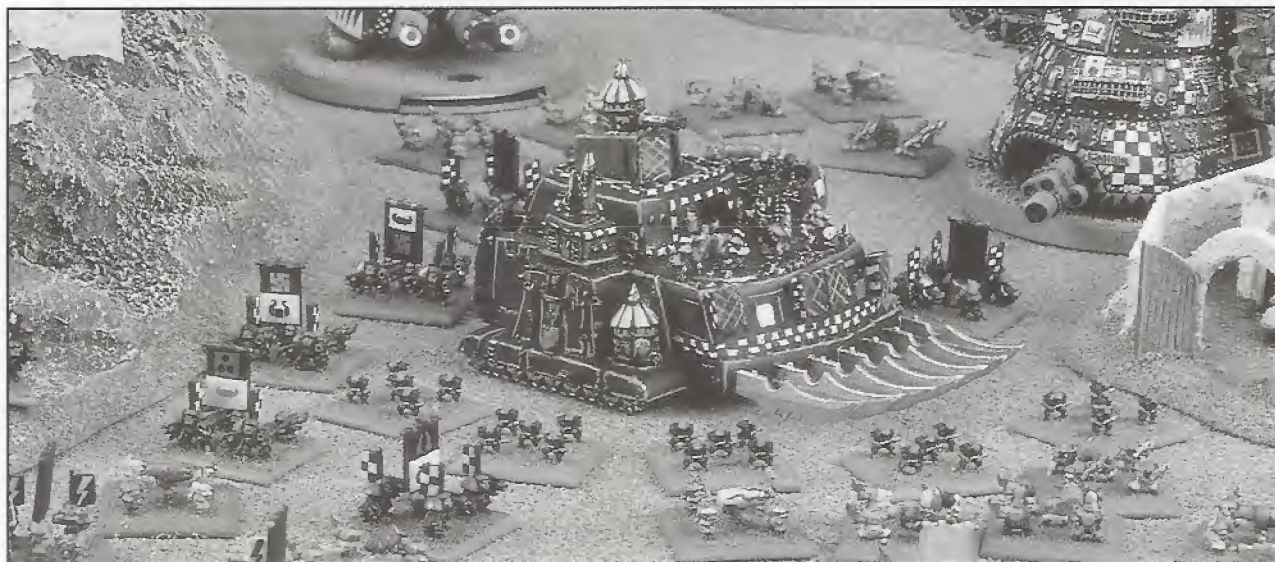
HOW TO MAKE DA TOUR WAGON

- Take the bottom hull piece and glue on the front spikes and rear ramps
- Cut the tops off of the two side tracks so that they are level with the top of hull piece
- Glue the two side tracks to the hull and add a turret to the bottom turret mounts.
- Take the top hull piece (the small one) and glue it towards the back of the bottom hull piece, stick a turret to the top of this.
- You need some pieces to go on top of the tracks, I used the arm mounts from my Mega Gargant sprue but you could use anything.
- Rummage through your bits box and find some bits that you can use as loud speakers, drums etc. Stick these all over your wagon , put the drums in front of top hull piece leaving enough room for a drummer to stand behind.
- Take some Madboys and trim down the boltpistols (make them look like drumsticks), cut the Madboyz off of their base and stick them behind the drums.(super glue is best)
- Take the Warboss and trim down his gun (make it look like a microphone), cut him from his base and glue him to the centre,front of the bottom hull.
- Take the Wildboyz cut off their axes and glue them on to the Orks chests with the handle towards the Wildboys hand, cut them from their bases and stick them all over the bottom hull piece.
- The Tour Wagon is now finished you should paint it in the colours of the Goff clan.

THE BOUNCERS

- Make up 5 stands of Orks and paint them in Goff Ork colours, these are the bouncers.

TA DA, A FINISHED GOFFIK ROKK BAND



MUMBLINGS FROM BEYOND THE VOID

OR WHICH ONE IS THAT ELASTIC TAPE-MEASURE AWARD?

This month our postbags are full of Elastic Tape-measure nominees and we could not decide which one was most worthy, so we put them all in.

Dear Journal

I would like to nominate my friend Chris (Chris who? Ed's) for this month's Elastic Tape-measure Award after cheating on numerous occasions. In one battle against his Orks with my Genestealers he decided to play Daemonic Attack on my Magus after I played a Force 2 power. As I didn't have Dark Millennium, I did not know the full rules for this card. All he did was show me the table and then he rolled a 3 killing my Magus.

It wasn't until I got Dark Millennium that I learned you add your mastery level to the dice roll. Losing my Magus was bad enough, but in the last turn of the game he used the card again and killed my Patriarch. Which meant he had automatically won the game.

He also never seems to read his Codex Orks because in other battles he has taken Imperial vehicles without taking a Blood Axe Mob, Ork Support weapons without a Runtherd or Mekaniak, Dreadnoughts without Mekaniaks and in one battle he used a Painboy as his General! If it wasn't for my brother having Codex Orks I would never have known what he was doing wrong.

Also, in my latest battle with his Ultramarines, he threw grenades and Rapid Fire on Overwatch. He tried to convince me that you could fly high with jump packs and he even tried to charge a hidden figure that he could not see!

Please give him the Elastic Tape-measure Award as revenge from cheating me in all those battles.

Ross Maughn, Derby

Well Ross, I sincerely hope that you did not let him get away with throwing grenades AND Rapid Fire on Overwatch. I suggest you get more familiar with the rules so that this heretic cannot abuse our rule systems anymore.



Dear Journal People

I recently had a game against my ex-friend Stephen Tait who, I believe gets the Journal regularly. You have a "Thing" called the Elastic Tape-measure Award for cheating. Well I nominate Stephen for this.

The game was a 3000 point WH40K game between my Eldar and his Space Wolves. I worked out a brilliant army and a winning strategy which I was confident would work. When he set up his army I was surprised to see squad after squad of Long Fangs which he said were armed with VOLCANO CANNONS. He said he got these rules from the Journal but he had spilt coffee on the part he was referring to, but he insisted that he could buy them for his foot troops at 30 points each. I believed him (Stupid prat I hear you cry).

As you can imagine the volcano cannons blew away the intervening terrain and blew my army to nothing. It was an humiliating defeat. However, after the battle he revealed that volcano cannons are for vehicles only and he split his sides laughing. (There is a description of what followed but this has been censored due to its strong violent content).

After listening to his pitiful excuses such as "Oh, I must have read it wrong" and "Honest I am sure you could buy them for Long Fangs" I decided that he is a git and I locked him in my dirty dungeon for such dastardly doers. I don't usually get the Journal (Boo, Hiss. Ed's) but if you print this then I will subscribe to it and earn you lots of money. Honest! (We were not bribed by that. Honest!)

Andrew B. Miles (Who never wins against Tait's Space Wolves, Grrrr!)

Well Andrew, it sounds like this Tait character is a right cheat. He is of course using the rules printed in Journal 7 for the Shadowword Tank and turning them to his own evil ideas. This is a warning to any who play with Stephen Tait, this man is dangerous. He cheats, he lies and he is evil. This is a Chaos Space Wolf and you should not approach him unless you are properly armed. But, there are lots of gamers out there who do play by the rules, so don't have nightmares.

Dear Bunker Beings,

I am writing to banish my brother to eternal damnation branded a cheat. Each time we have a battle he goes through his normal repertory of looking at my army lists and measuring his arm etc. But his best (or worst?) achievement was during a game of 40K, I was Genestealers against my brothers Eldar. In the first turn he shot a heavy plasma gun at full power from a dreadnought. In the psychic phase he used the Eldar power "Guide" to shoot the same heavy plasma gun using the pitiful excuse that the plasma gun was recharged by the power of the warp. To avoid an argument we rolled a dice and the forces of evil won. The result was that he managed to shoot the same heavy plasma gun at full blast 6 times in a four turn game. I have already written to the High Lords of Terra but as yet no reply has been given so please help me to banish this evil being.

Have a nice day. Confessor Underhill.

Adeptus Ministorum, Earth.

Well here goes. Brother of Confessor Underhill, you are hereby banished from the gaming circle, never to return on counts of high treason and sneaky trickery. Your brother is allowed to call you a dirty scum sucking cheat and make your parents give you no food for a week. Learn the error of your ways and you may live to fight another day, and no more cheating.

Any one else out there think that using the power of the warp to recharge their heavy plasma guns so it can fire six times in a game will suffer the same fate.



Dear Sir

After a recent game of 40K which went the same way as it usually does, I felt I must inform you of what I feel unbalances the game. I write regarding the Reserves rule printed in WD 178. Whichever army I take I tend to get stuffed by my friends Imperial Guard army and his use of the Reserves rule.

He uses:

3 Landspeeders equipped with Assault Cannon and Multimelta and gives them ablative armour and Superchargers.

1 or more Rhinos with EXTRA VISION SLITS (What????), a ten man squad equipped with 5 Multimelta's and the remaining 5 fire Storm Bolters fitted to the outside of the vehicle. Again he gives this ablative armour and Superchargers. On top of this he gives the squad Slick Crew ability so they can fire another shot if they hit.

The predictable result is that these vehicles move onto the battlefield moving over 20" and getting in behind my formations and totally blowing my forces away. This all adds up to a battle which, after one or two turns, I have no chance of winning. What can I do to stop him?

S Bournan

I think we can see why you are getting stuffed. Firstly I would ban his unconventional vehicles and tell him to use standard vehicles only, (Page 31 of Dark Millennium states that unless your opponent agrees to the conversions you must play with standard vehicles only). Next I would turn my attention to these Vision Slits. Nobody here has ever heard of them, where did they come from? If you know, please send us a letter detailing their whereabouts. Also vehicle cards CANNOT be repeated in the same combination. They must be different combinations.

I am afraid however that the Reserves rule stands for now. But, nothing on the Imperial Guard is concrete until the Codex comes out later this year, so it may change in the next few months (I would like to point out that if you are waiting for Codex Imperial Guard, don't hold your breath, its going to be a long wait).

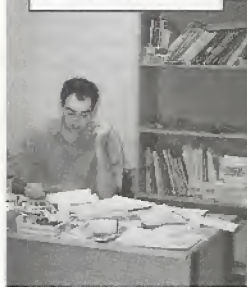
MAD PICTURES PAGE

This completely bizarre page shows people around the studio in various states of madness. The idea was suggested by Rick Priestley, not just because it was done in the original Journal from the 80's, but because it is rather fun and shows you what we look like here. We leave you this issue with these wacky pics. See you in the next Journal. Enjoy.

**DANGER! MAD PEOPLE
ON THE LOOSE IN
NOTTINGHAM.**

WHAT'S GOING ON AT THE STUDIO THEN?

Jervis, we found you under that paperwork. Jervis, JERVIS! No he's still not looking at the camera.



"Nice hat Napoleon Perry!"



**WARNING GW
STUDIO STAFF!**

**OH NO.
PLEASE
NO MORE!**

"EGOR! Where are you Egor!"



The Perrys wear these hats when sculpting their latest design. Honest!



Photographed by Phil 'Can't use a camera much' Lowles.

"Smile!" Andy Jones, Rick Priestley and Simon Tift caught watching the graphics for the new Space Hulk computer game.



Nigel Stillman uses cameleoline.



The Dwarf posse photographing a battle report for WD.



Andy Chambers takes a welcome break from Codex Tyranids and still finds time to pose.

Andy Jones' toy collection.



What's down there, its Codex Tyranids and Warhammer Armies Dark Elves. This was as close as I got before being chased off by Simon Smith.



LOOK OUT!



Who have we got here. Its Owen Branham, Gary Morley, Colin Dixon and Dave Andrews. Don't scare your pets with this one.



MAGIC ITEM



MAGIC ITEM

MAGIC ITEM 100 POINTS

Death Killing Splat Swotter

Death Killing Splat Swotter is the biggest double handed sword you have ever seen. It is as tall as a man and can easily cleave someone in two or three bits.

Two handed sword which always strikes first, gives the wielder +2 Attacks. Roll for the extra two attacks separately. If they are a double the swords velocity pulls the wielder over so he must stand up next turn and may do nothing else

THRUUG ONLY

MAGIC ITEM



STANDARD

MAGIC ITEM 50 POINTS

LUCKY MAGIC TOTEM POLE

POLE

This long wooden pole is covered in skulls and other totems to bring good luck.

At the start of every turn roll on the table below:

- D6 Lucky Magic Power
- 1 Re-roll any attack that the barbarians missed once this turn.
 - 2 Insane bravery- not effected by psychology for this turn.
 - 3-4 Nothing happens.
 - 5 The regiment gets one dispel for this turn only.
 - 6 Everyone firing at the regiment gets a -1 to hit modifier this turn.

BARBARIAN UNITS ONLY

CORRUPTING SLIME TEMPLATE





A CHAOS ARMY LED BY BUBONIS, CONFRONTS AN ELDAR FORCE